

IS PC GAMING DEAD?: We Look At The New Console Systems

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Games for Life

March 2000 #4

# incite

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03>

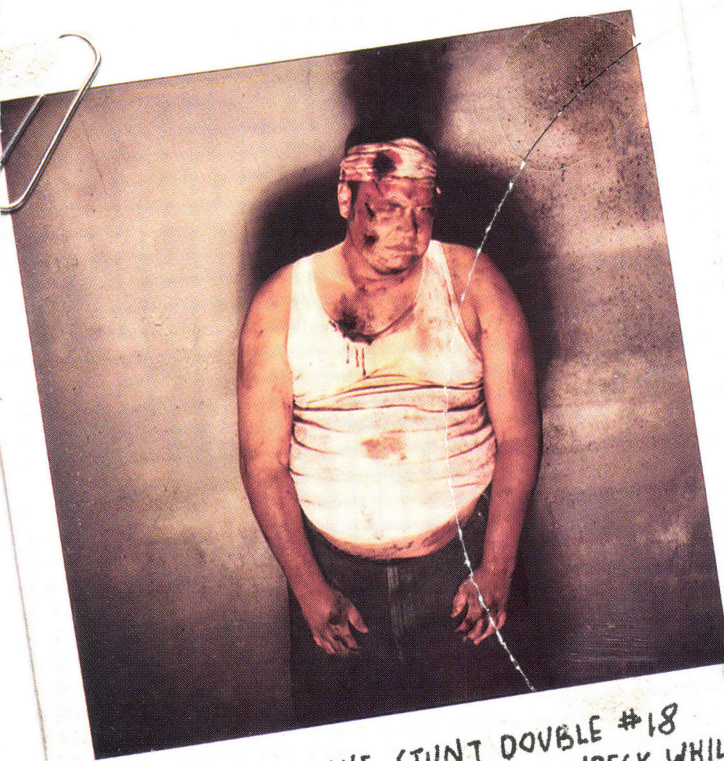
# Tiger Woods

**REVIEWED: TIGER WOODS 2000**  
Is the Game as Good as the Golfer?

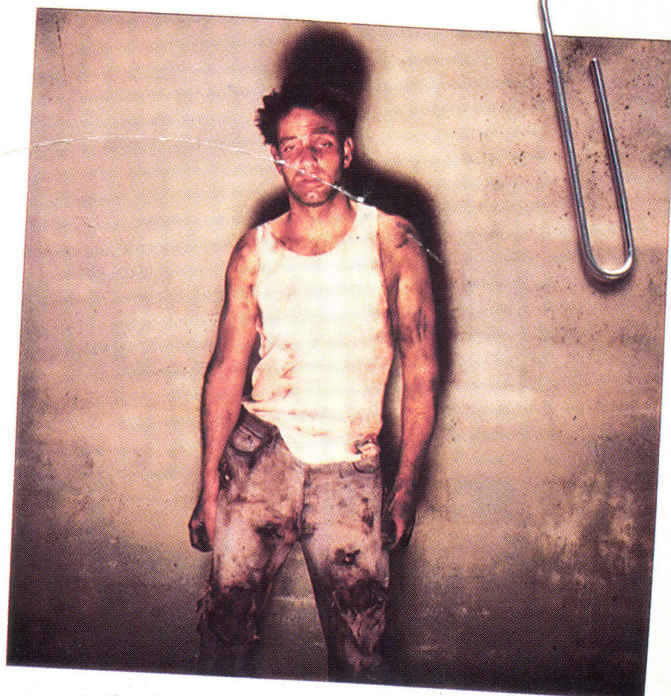
EXCLUSIVE INTERVIEW! TIGER'S LOVE OF GOLF AND GAMES





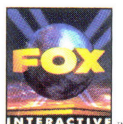


JOHN McCLANE STUNT DOUBLE #18  
- HEADWOUND FROM HIGH SPEED WRECK WHILE  
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134  
- STEPPED ON PROXIMITY MINE NEAR  
ROULETTE TABLE WHILE BATTLING TERRORISTS.

**THEY COULDN'T HANDLE BEING  
JOHN McCLANE. CAN YOU?**



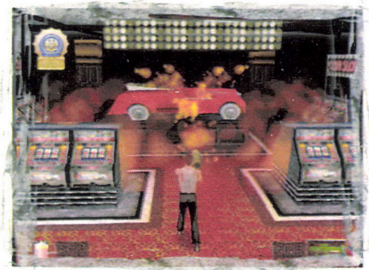
[www.foxinteractive.com](http://www.foxinteractive.com)

For mature audiences only.

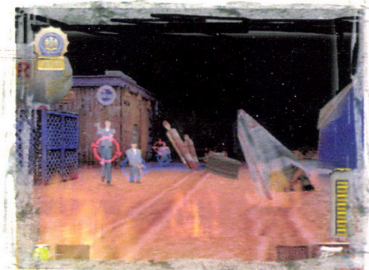




JOHN McCLANE STUNT DOUBLE # 56  
- ARM BROKEN NEAR SLOT MACHINES IN  
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.



McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.

FLEX YOUR SKILLS IN ONE OF THREE  
UNIQUE GAME MODES. OR MIX ALL  
THREE MODES INTO ONE INTENSE  
STORY-DRIVEN DIE HARD ADVENTURE.

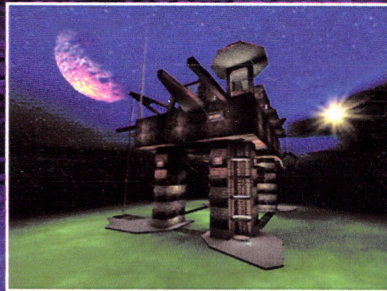
IF YOU LIKED THE ORIGINAL BEST-SELLING DIE HARD TRILOGY, THE SEQUEL  
MAY JUST BLOW YOUR MIND. IT STILL HAS 3 INTENSE GAME MODES, BUT  
NOW McCLANE IS BATTLING INTERNATIONAL TERRORISTS IN LAS VEGAS WITH  
BETTER GRAPHICS, SMARTER ENEMIES, MORE HIGH-POWERED WEAPONS,  
FASTER CARS AND A LOT MORE ODDS STACKED AGAINST HIM. SO TRY TO  
SAVE SIN CITY—JUST MAKE SURE YOU ALSO SAVE YOUR OWN BUTT.





# "...resistance is futile."

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## "... will shake up the gaming landscape"

- CNET

## " a next-generation game in every sense..."

- The Adrenaline Vault

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- gamesmania.com

## "...I have to tell you, it's pretty damn cool"

- IGN.com





# Unreal™

## TOURNAMENT™





# Team Talk

Comments, suggestions? Send any feedback to: [letters@incitepcgaming.com](mailto:letters@incitepcgaming.com).

When we pulled Wil off of Jon, he was about to sink his teeth into his ear. Then we sent them both to their cubicles for a time-out.

Unless you've worked for a gaming magazine, you're probably unaware of the friction that exists between console gamers and PC gamers. Mostly we feel a light tremor, but sometimes it erupts into a major quake. And one day boy did it erupt!

On that day, the film crew from *Electric Playground*, a Canadian TV show about gaming, came to our offices to do a story about our new magazines. We all gathered in the conference room where the *EP* guys were going to ask us why PC games or console games were better. While one magazine's staff talked, the other staff members were supposed to pelt them with various stuffed animals and figurines.

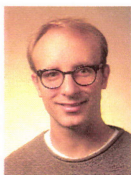
Now don't get me wrong. We all get along fine. It's just that console gamers and PC gamers are a bit different. Anyway, we're all gathered in the conference room, when suddenly *incite Video Gaming's* usually staid Jon Robinson jumps up and lays the smack down. Well, our staff polemic Wil O'Neal isn't going to take this sitting down, so he jumps up and throws it right back at him. Next thing we know, they're wrestling with each other on top of our custom-made conference table. When we pulled Wil off of Jon, he was about to sink his teeth into his ear. Then we sent them both to their cubicles for a time-out.

Could the new console gaming systems out now or coming out soon be the fuel for their console-based bravado? We won't really know the truth until the spring when the PlayStation2 is released in Japan. But don't pull out your 3D video card yet. The PC as an entertainment system isn't going anywhere. Check out Gary Walk's story "War Games" in this issue to see how your high-end computer will compare to these console systems. I think you'll see that the PC is where cutting-edge games are born.



Tasos Kaiafas EIC

## Meet the Editorial Team



**Joe Vallina**  
Deputy EIC

Joe thinks he is the only person that listens to Joy Division while playing *SWAT 3*. Tell him he's not at [jvallina@incite.com](mailto:jvallina@incite.com).



**Nikki Douglas**  
Senior Editor

Nikki gives us the girl gamer perspective and is our resident *EverQuest* and *SimThemePark* expert. She's a long-time gamer.



**Gary Eng Walk**  
Senior Editor

Gary has his finger on the pulse of all things game entertainment, and he also wrote the "War Games" feature for this issue.



**Darren Gladstone**  
Senior Editor

Darren just got a new apartment and has already stuffed it to the gills with useless gadgets.



**Steve Klett**  
Senior Editor

Steve is hunkering down in his Colorado bunker for Y2K. He is a rabid fan of combat simulations, so we wouldn't advise looting his house on New Year's day.



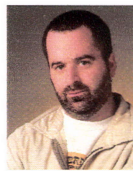
**William O'Neal**  
Senior Editor

Wil has been walking around with a broken arm for weeks now, and recently, his little boy broke his too. Like father like son.



**Dave Rees**  
Multimedia Editor

Dave watched the Kobe Tai video on the disc about 40,000 times—for quality control purposes. Right.



**Paul Semel**  
Entertainment Editor

When Paul isn't soaking up the warm L.A. sun, he's interviewing cool bands like Queensryche for *incite*.



**Di Luo**  
Editorial Assistant

Amish...or not Amish? Even we aren't sure. All we know is that the beard gives him special powers.

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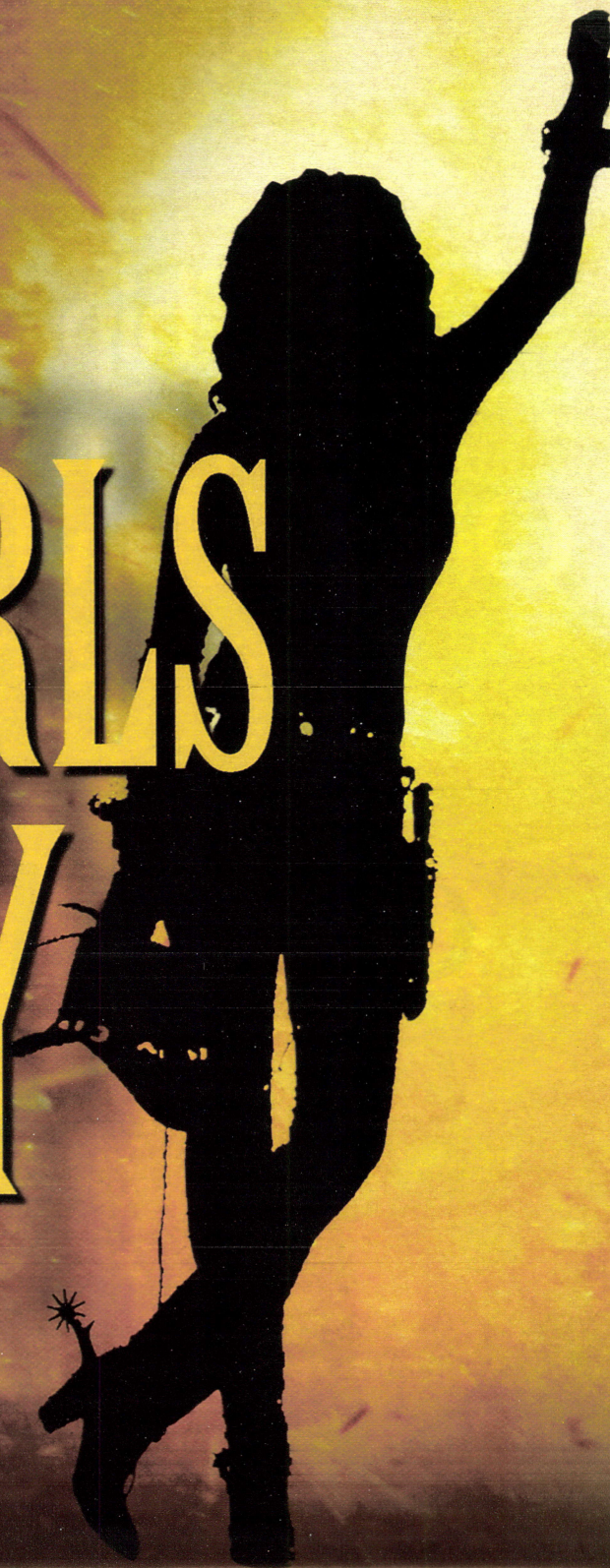
HOME NETWORKING

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MULTIMEDIA

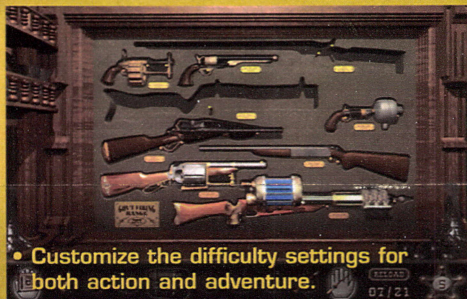
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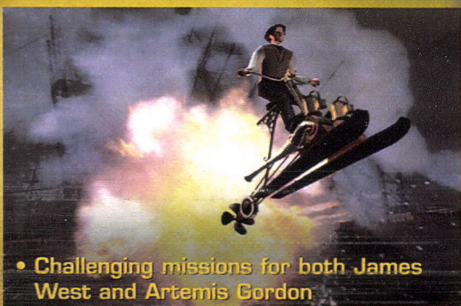
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So if you think you're ready to tame the new frontier, then reach for your six-shooter, muster up your courage and go West!

## WILD WILD WEST THE STEEL ASSASSIN

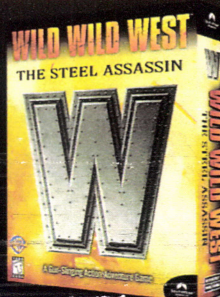


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on VHS or DVD!



• Challenging missions for both James West and Artemus Gordon

WILD WILD WEST ©1999 Warner Bros.





# Contents

March 2000 / Issue 3

## Warren Spector 30

Deus Ex's Lead Game Designer was creeping around our offices, so we cornered the elusive designer and found out more about the man and the paranoid game he's creating.

## War Games 62

Is the end of PC gaming near? Some seem to think so. That's why we decided to take a look at the new console systems to compare how next year's PCs technology stacks up.

## bleem! 68

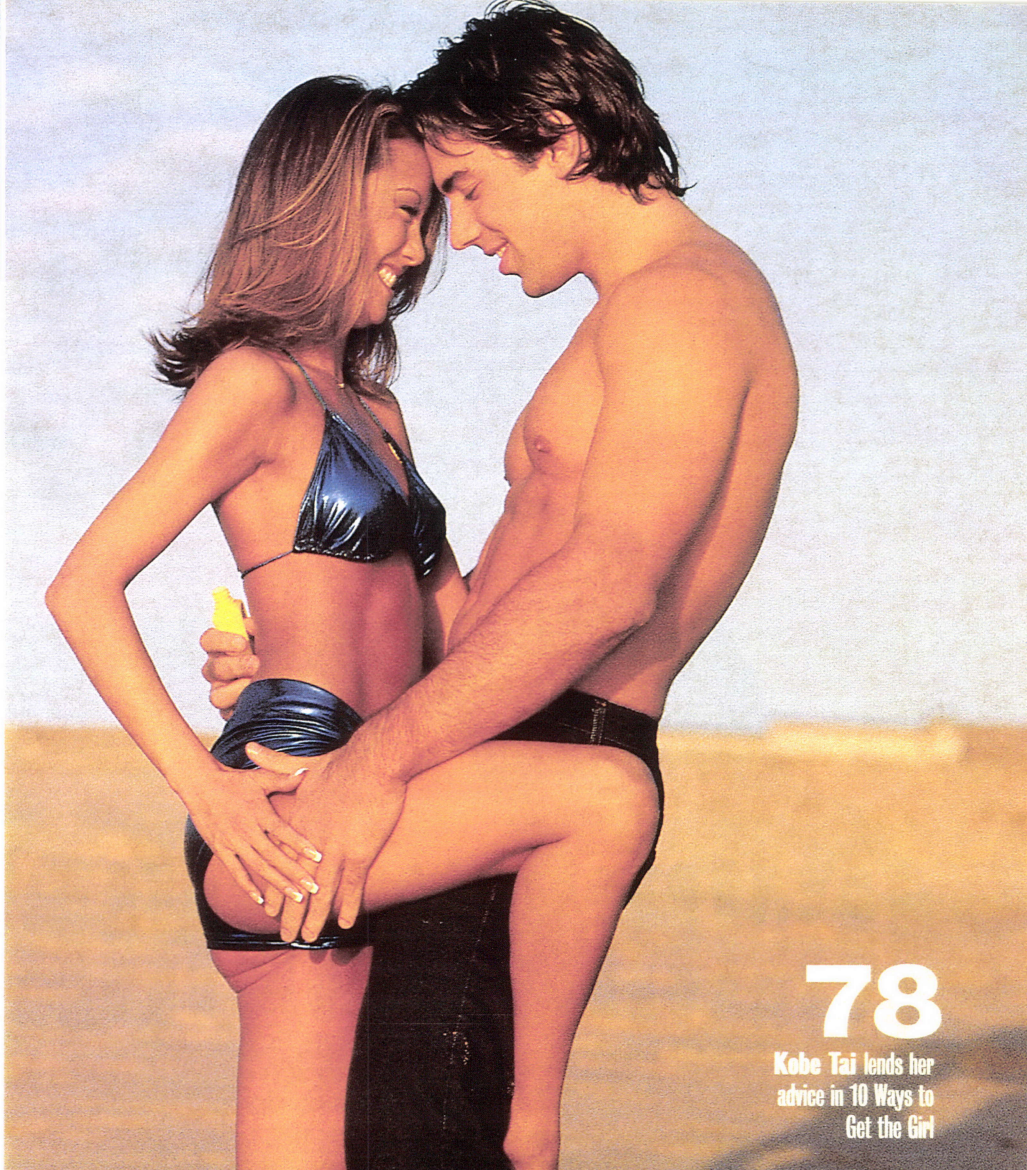
Why would a small company like bleem! take on a giant like Sony? More importantly, why does Sony care about them so much?

## Queensrÿche 74

incite PC Gaming hooked up with Queensrÿche frontman Geoff Tate at a pool hall in Santa Monica. We jumped at the opportunity to hustle Tate and learn more about Q2K.

## Get the Girl 78

There's more to life than deathmatches and online RPGs. Today's gamer appreciates the company of a nice coed. Actress Kobe Tai has ten tips to help any gamer get the girl.



# 78

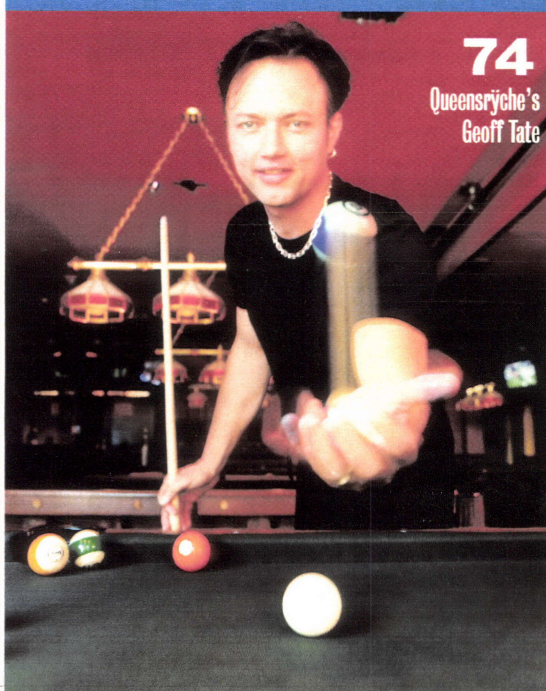
Kobe Tai lends her advice in 10 Ways to Get the Girl

## FEATURED IN THIS MONTH'S ISSUE



# 62

Will next year's console systems kill PC gaming?



# 74

Queensrÿche's Geoff Tate



# 30

Warren Spector is one crafty guy



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## THIS MONTH'S PREVIEWS

### MDK2

36

After a four-year hiatus, Kurt Hectic is back, with help from his pals Doctor Fluke Hawkins and Max the six legged dog.

### Boarder Zone

40

This Infogrames title looks so good you might pass on going to the mountain next week to stay home and play games instead.

### Motocross Madness II

42

For their sequel to *Motocross Madness*, developer Rainbow Studios hooked up with pro 125 cc Supercross racer Stephanie Roncada.

### Buggin'

48

If drivers are wanted, Infogrames is putting them behind the wheel of this great looking arcade driving game.

### Hired Guns

52

Teamwork is key in this 21st century shooter from Psygnosis that looks so good running on the *Unreal* engine.

### Hit Man

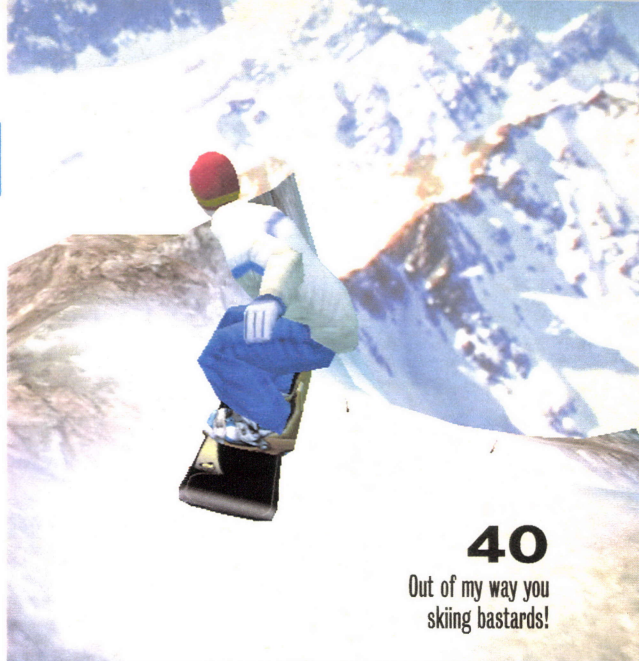
54

This Eidos title is one part adventure game and one part John Woo flick. There's plenty of dramatic action with puzzles galore.

### Pool of Radiance 2

56

It's not just another *Baldur's Gate* knock-off, as you'll see in this issue. In fact, this game could put SSI back on the RPG map.



40

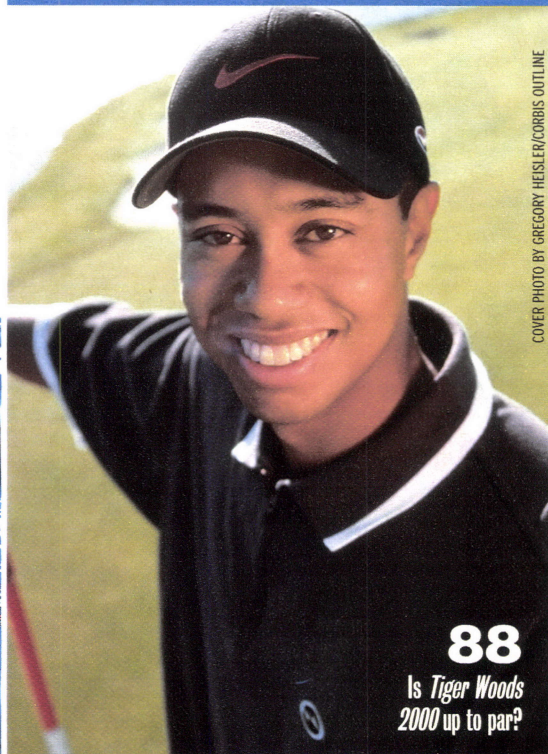
Out of my way you skiing bastards!

## THIS MONTH'S REVIEWS



42

Come along for the ride in *Motocross Madness 2*



COVER PHOTO BY GREGORY HEISLER/CORBIS OUTLINE

88

Is *Tiger Woods 2000* up to par?



94

It's finally here: *Quake III Arena*!

### Tiger Woods 2000

88

Don't miss this first review of EA Sports' new golf game, plus an interview with Tiger Woods.

### Quake III Arena

98

Get online and get ready to rumble in the latest release of the granddaddy of FPS games.

### FA-18

104

Grab your wingman, don your shades, and choose a good callsign.

### Rayman 2

108

We've got the skinny on the second installment of UbiSoft's Rayman series.

### Planescape Torment

110

Bring out your dead with this twisted Role-Playing Game glance at the afterlife.

### Wild Wild West

113

Some licenses are better left alone, but Southpeak decided to give it a go one more time.

### Fighter Ace 2

114

Time for some massively multiplayer dog fighting on the MSN Gaming Zone.

### Urban Chaos

116

It's the end of the world as we know it. Can one cop and a lone madman save the day?

### Space Invaders

118

In the spirit of retro-gaming, someone remade this classic. What's next Pong? Oh...nevermind.

### Crusaders of M&M

122

Even *Might & Magic* fans might want to stay away from this one.

### Corkscrew Follies

122

Beef up your amusement park and make more people sick with this add-on pack.



## OTHER STUFF

### Hardware 123

Whether you're looking for a new mouse or a whole new gaming system, we've got the reviews that will put you on the right track.

### Gearheads 123 Monster Machine 124 Hardware Reviews 128

### Strategy 132

Trust *incite PC Gaming* to bring you all the maps and strategies for the hottest games.

### The Wheel of Time 132 SWAT 3 136

## Departments

### Team Talk 4

Meet the folks who bring you *incite PC Gaming* every month.

### Letters 15

Here's your chance to sound off!

### News 18

All the developments in the gaming world.

### Reviews Introduction 86

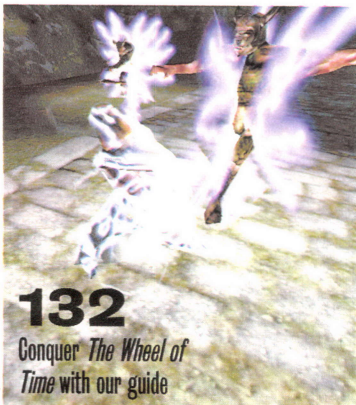
Here's the Rosetta Stone to our review section.

### The Last Word 142

To cheat or not to cheat, that is the question.

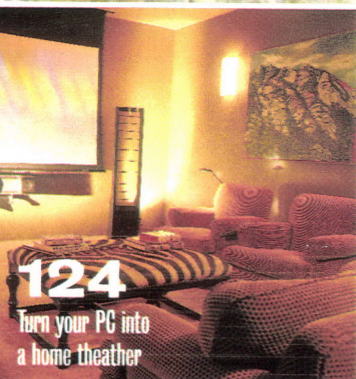
### Advertisers Index 143

Now where was that damn ad again?



132

Conquer *The Wheel of Time* with our guide



124

Turn your PC into a home theater



Quake III Arena

## ON THE incite CD-ROM

The *incite CD-ROM* is loaded with videos, game demos, and other goodies.

This month, we have a feast for the eyes: Kobe Tai, strutting her stuff on the beach in Southern California, looking for all you geeks out there. Oh yeah, let's talk about getting that disc out of the cover. First, peel back the access flap located on the inside of the front cover. Then carefully slide the disc out and that's it. Here's what you'll find on the *incite CD-ROM* this month:

### VIDEOS

#### Kobe Tai

She's looking for a dream guy on the beach. Could he be you? Tune in to find out.

#### Deus Ex

Shh...Warren Spector tells all about his next ground-breaking title. It's top secret.

#### Electric Playground

Zoe Flower takes it to the streets and meets up with Activision's dynamic duo.

### PLAYABLE DEMOS

#### Asteroids—The Full Game!

Install and play the FULL NetActive version for a few hours for free. Then log on to the NetActive Web site to pay for as long as you want to play.

#### Quake III Arena

Is the best deathmatch game ever? Try it!

#### Gabriel Knight III

It's Jane Jensen's next suspense-filled mystery.

#### SWAT 3

Get down on your knees, Rainbow Six....

#### Boarder Zone

Surf the powder on your PC.

#### Interstate '82

Your family's station wagon with guns.

#### Final Fantasy VIII

The ultimate console RPG experience on PC!

### TOOLBOX

#### Tweaks

Until now, we've helped you tweak your games. But what about your hardware? This application will tell you what setup you have, and will run a series of performance tests that are actually fun to watch and give you the results in plain English.

#### Drivers, Patches, Gamespy, Rio

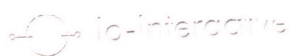
We have all the drivers and patches for the games you want to play. We also include the front end for the deathmatch-up service Gamespy and the RioPort MP3 player. There's no need to download.

Having problems with your CD-ROM? Please let us know and we'll help you fix it or replace it for free. Email us at [cdsupport@incitepcgaming.com](mailto:cdsupport@incitepcgaming.com) or send a letter to incite PC Gaming, 650 Townsend St., Suite 305, San Francisco, CA 94103.



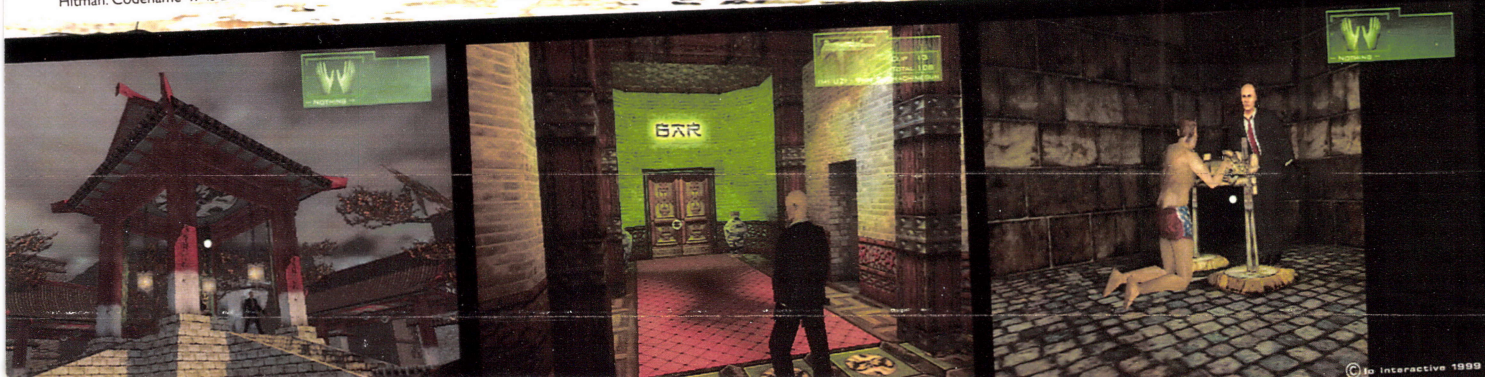


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# HITMAN

C O D E N A M E 47™





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Dig into our multimedia-rich **Features** section for more on the games you love, the people who create them, and the best ways to enjoy them.

## 8 Helping Hand

Don't let our gaming expertise go to waste. Check out our **Strategy Guide** section for all the latest codes, cheats, and strategy tips, complete with screen shots and movies.

## 9 Take It for a Test Run

Not sure if *Tomb Raider: The Last Revelation* is the game for you? Download the demo from our fast and reliable **Download** section and take it for a spin before you buy.

SEARCH THE SITE

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TODAY'S TOP NEWS

PC

**Torment Yourself**  
With a new Planescape: Torment movie, the recently released RPG from Interplay

**Today's Demos**  
Three piping-hot demos to tax your PC to the limits

DREAMCAST

**Dreamcast Kudos**  
Sega's new system named 'Best Product' by Business Week magazine

**Virtua Striker 2000 Movie**  
Sega's arcade soccer game kicking ass on Dreamcast

PLAYSTATION

**Tekken Art**  
Hot character images from Namco's Tekken Tag Tournament for PS2

**Dragoon Images**  
Sony's latest and greatest epic RPG in full color

NINTENDO 64

**Pokemon Swarm U.K.**  
English can't escape from the Pokemon craze

**64DD Finally Hits Japan**  
After an eternity of waiting, Japanese N64 gamers finally get a bulky add-on

COMMUNITY

**Glue on Your CD?**  
incite PC Gaming will replace any faulty CDs

**Special Announcement**  
There's still time to join and win

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PLAYSTATION

NBA Live 2000

PLAYSTATION

**REVIEWS**

incitegames.com

Check out what we've got for you today

Updated: 5:00 pm PST, 12/13. Next update: 1:30 pm PST, 12/14.

today in incite Nintendo64

**Ogre Battle 64**

Ogre Battle 64: Person of Lordly Caliber follows the uprising-based storylines of the past releases...

CHECK IT OUT >>

today in incite PlayStation

**Hot Shots Golf 2**

Ranked the No. 1 golf game in Japan, the original Hot Shots Golf sold more than 1.5 million copies...

CHECK IT OUT >>

today in incite Dreamcast

**Virtua Striker 2K Movie**

Just released in Japan, Virtua Striker 2000 for Dreamcast is far and away the most visually striking soccer game ever...

CHECK IT OUT >>

today in incite PC

**Wild Wild West**

The game is filled with terrifically stale action sequences in which Jim West is forced to reload every three shots...

CHECK IT OUT >>

more hot stories from incite

Today's Demos	News	PC
Roadsters 99	Review	Nintendo 64
NBA Jam 2000	Review	Nintendo 64
Dragoon Images	News	Playstation
Win3out Codes	StrategyGuide	Playstation

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DEPARTMENTS

PREVIEWS

**Ogre Battle 64 [N64]**  
Knights, wizards, and the occasional dragon clash again

**Hot Shots Golf 2 [PS]**  
Can Sony score another hole-in-one with Hot Shots Golf 2?

REVIEWS

**NBA Jam 2000 [N64]**  
NBA Jam delivers more oops than alleys in its second season on the N64

**Wild Wild West [PC]**  
How the West was dumb

FEATURES

**Stuff This! [PC]**  
Just in time to fill your stocking, we unveil the season's 20 hottest games -- one day at a time

**Worms: Armageddon vs. Earthworm Jim 3D [N64]**  
Who will be victorious in incite's Duel of the Annelids?

STRATEGY GUIDES

**Slave Zero Cheats [PC]**  
Do strange and wonderful things to your giant robot

**Pong Cheats [PS]**  
What, you expected a wailkthrough?

DEMOS

**Interstate 82**  
Follow up to the highly successful Intersta...

**Jakkal: Flesh and Bones**  
Defeat an evil arch-wizard in this cool loo...

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14 incite PC Gaming March 2000

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# Spill Yer Guts!

Got a burning question you need answered? Want a gaming matter cleared up once and for all? Need to vent some bile? We'll accept any and all of your thoughts. This, your letters forum, is the place to shout. Put finger to keyboard, and email us at: [letters@incitepcgaming.com](mailto:letters@incitepcgaming.com). Or if you're into snail mail, send all intelligent missives to: **incite PC Gaming Magazine, 650 Townsend St., Suite 305, San Francisco, CA 94103.**

## LETTERS FROM READERS

### Better Than Boot

Let me start by saying I really enjoyed your premiere edition of *incite PC Gaming*. It is a refreshing change from the "usual" PC game mags. Your format has obviously been heavily influenced by the British mags, which is a very good thing in my opinion.

The reviews could have gone into a little more depth (especially on the hardware front), however, in my opinion, where your reviews shine above those in any other mag is in the inclusion of the charts showing how a game will run on a variety of video card/processor/memory com-

binations. Mega-Kudos! I still hold such a grudge against game reviews after picking up *Unreal* when it first came out because of all the raving that was going on, only to find that the only way I could get it to run was in super low-res mode...which looked like crap, to be blunt. This feature alone will have me coming back for more!

I'm also intrigued by the DVD-ROM version of the mag, but without a way of checking out the content in advance, I'm not prepared to take out a subscription that costs substantially more than the CD-ROM version...not that I'm questioning the pricing scheme, I do understand that it costs more to provide the DVD content, and it will probably be a smaller run. Rather, I think you should offer some way for readers to evaluate a copy to see if the content offered is what they are looking for. Perhaps you could offer a single DVD available through mail-order?

Wrapping it up, let me once again congratulate you on a fine magazine. I have not been this impressed with a launch since I picked up the premiere issue of *Boot!* I can only hope that over time you don't lose your freshness like *Boot* did.

Cheers!

**Eric Hutton**  
Via the Internet

*Eric, thanks for your letter. So you're the skeptical type, huh? You can't just take our word for it that the DVD-ROM version is worth the extra moola? Well, we've forwarded your concerns on to the marketing department, and they are looking into ways to get the special edition mags out there so you can see them before you buy. Stay tuned....*



**IS THIS MAN COOL?** Wil is a gamer, and he is totally cooler than [Ouzo487@aol.com](mailto:Ouzo487@aol.com).

### Please Don't Bomb the Office

Your magazine is trying to make gamers look cool, most of us aren't and we know it. It is all polish and no substance...stop....

**Ouzo487@aol.com**  
Via the Internet

*For all those not familiar with Ouzo, it is the name of a anise-flavored liqueur that is known to induce vicious hangovers. It apparently also induces stupidity in some users.*

### And Now a Word From Our Biggest Fan, Charles

Your magazine is much better than any other CD issue I've seen. I saw your issue at a store in Centerville, MA. I am 58 years old and look for all kinds of games. I have more games than most stores. I am definitely a gamer! You may use my name in any ad you want.

**Charles Holyfield**  
Via the Internet

*Awww...you say the nicest things. By the way, your check should be arriving any day now.*





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## O Holy Night?

*incite* PC Gaming Sponsors the "Not So Silent Night" Concert in San Francisco

**What the hell** is a game magazine doing sponsoring a rock concert? That's a stupid question: To get backstage, of course.

Blink 182, 311, Bush, Filter, and the Foo Fighters were slated to share the stage on December 10 in front of thousands of San Francisco's luckiest rock fans—and we wanted in. The show, "Not So Silent Night," is an annual concert thrown by Live 105.3 FM, and with those

five bands on the bill, this bash sold out faster than a limited edition, anatomically correct Britney Spears Pokémon.

Foo Fighters was a no-show because drummer Taylor Hawkins got sick at the last minute. Still, the crowd seemed to really enjoy the night. As Filter took the stage, the body surfing began and lead singer Richard Patrick shouted out to the crowd, "Throw your balls up here."

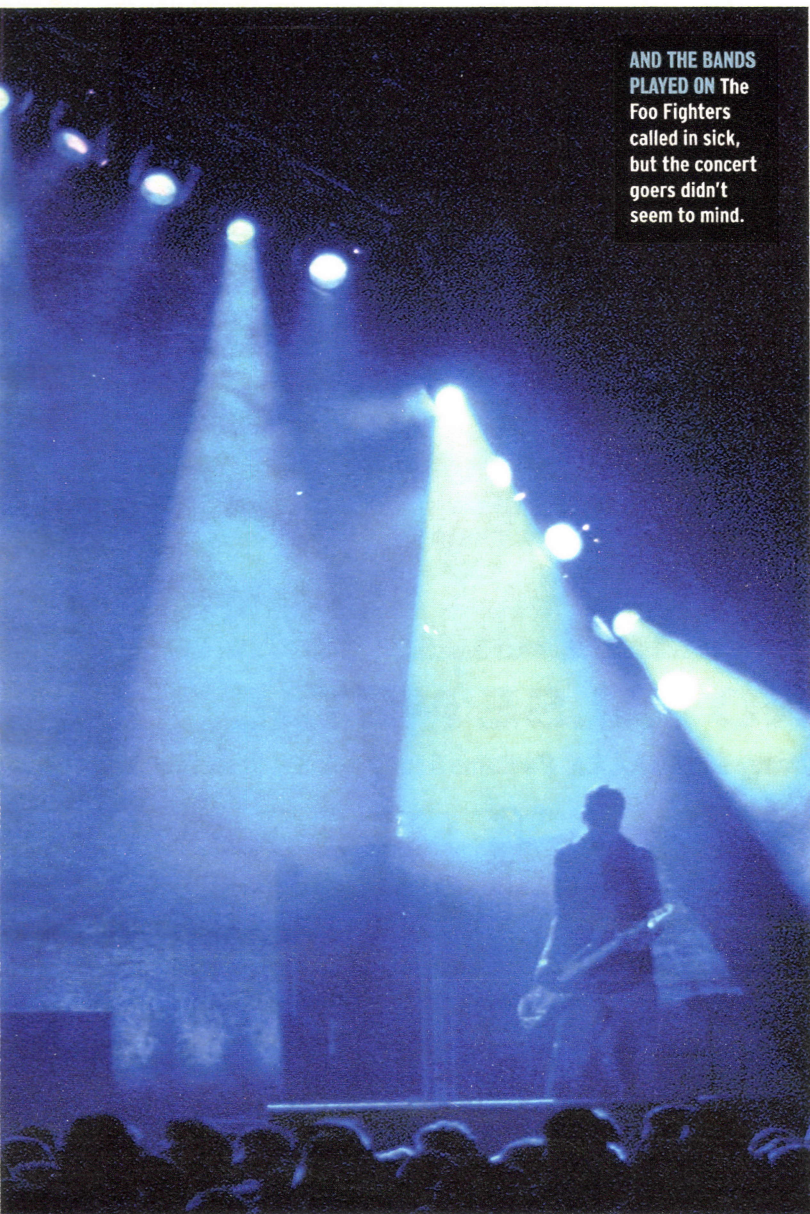
Wave after wave of the "official" *incite* beach balls rained upon the band and consequently the bands that followed.

Fans were enjoying themselves, but all of this chaos can't be too much fun for the performers, can it? "If you're in a band and you like your career, you have to do these radio shows," explained Blink 182's Mark Hoppus. This show isn't the end of the road for these guys: all four bands have plans to hit the road in 2000. "We're going to Australia, Japan, and all over Europe," explained Filter's Geno Lenardo, "and then we're coming back for an American tour, but we don't know who with yet."

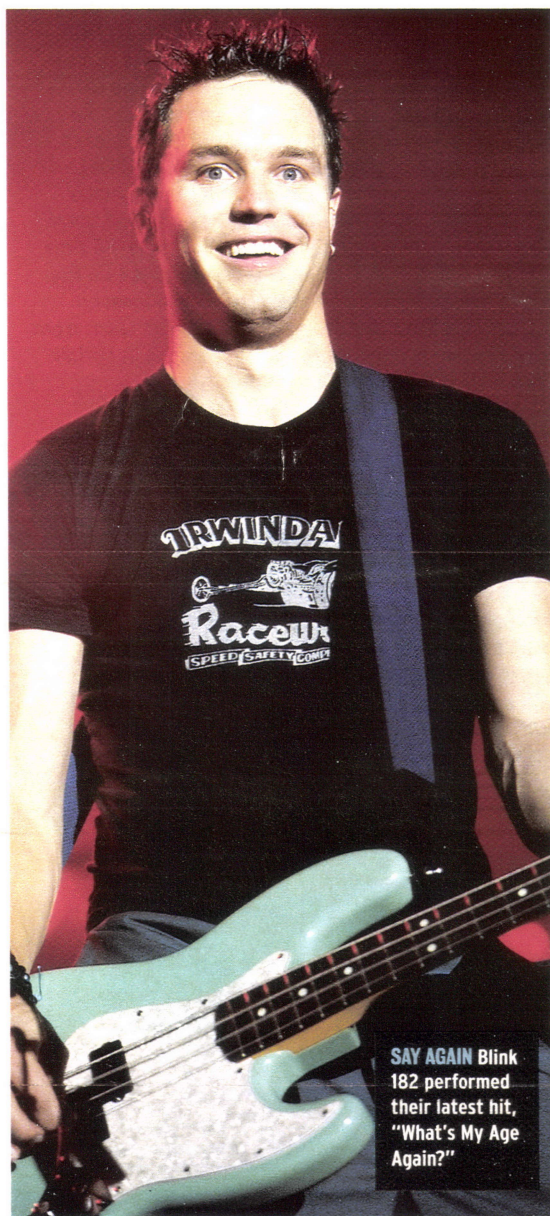
Maybe next year *incite*'s burgeoning house band will get a chance to take the stage...but we doubt it. We don't have that much money to bribe them.



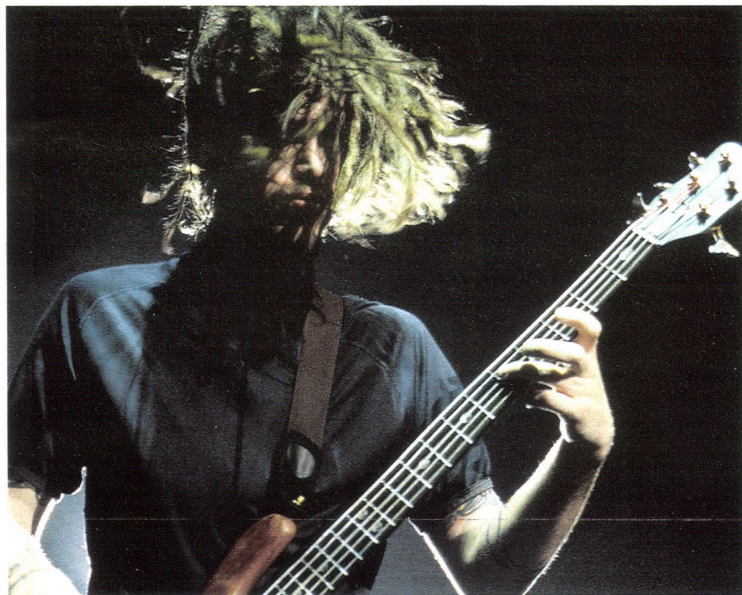
AND THE BANDS  
PLAYED ON The  
Foo Fighters  
called in sick,  
but the concert  
goers didn't  
seem to mind.



**FILTERED NOISE** Filter lead singer Richard Patrick sang a particularly emphatic rendition of "Take a Picture."



**SAY AGAIN** Blink 182 performed their latest hit, "What's My Age Again?"



**ROCKING BY NUMBERS** 311 bassist P-nut made absolutely sure the brisk San Francisco evening was not-so-silent.

PHOTOS BY STEVE JENNINGS



# RANTING

NO HOLDS BARRED  
EDITORIAL SEETHING

## PC WASTELAND

Joe Vallina wants to see the end of PC game packaging overkill.

**Why, oh why**, do game companies and retailers insist on using 16 entire trees per every computer game made? In an industry where everything gets exponentially smaller as every second ticks by, it seems that game packaging grows ever more gargantuan.

To wit: *Ultima: Ascension Dragon Edition*. This monstrosity of a game comes in an equally monstrous 12"X 14" box. I could park my S-10 in there, for Pete's sake.

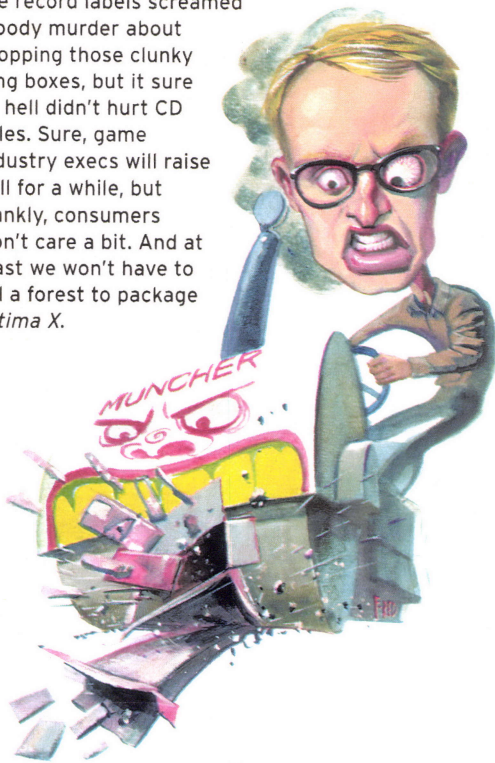
**It's high time that PC game companies learn from the console biz and start shipping games in...jewel cases**

I know that this size is not the norm. But even when you consider normal sized boxes, I still want to know why game companies insist on putting one CD jewel case in a box that could double as a \$2,000 per month studio apartment in San Francisco. It's not like they pack a monster strategy guide in there or something. Hell, half the time the information supplied on the

game could fit on a one-page jewel case insert.

It's high time that PC game companies learn from the console biz and start shipping games in shrink-wrapped jewel cases. Remember:

the record labels screamed bloody murder about dropping those clunky long boxes, but it sure as hell didn't hurt CD sales. Sure, game industry execs will raise hell for a while, but frankly, consumers won't care a bit. And at least we won't have to kill a forest to package *Ultima X*.



**HEAD GAMES**  
Machine Head will contribute tunes to the new *Heavy Metal* game.

## NO FALSE METAL

*Heavy Metal: F.A.K.K. 2's* Game Soundtrack Will Rock Your World

Following a tradition started by the first *Heavy Metal* movie, the PC game version of the upcoming sequel, *Heavy Metal: F.A.K.K. 2* will feature a large and eclectic collection of ear drum-shattering music groups on its soundtrack.

The long list of bands include Pantera, Biohazard, Coal Chamber, APT-26, Monster Magnet, Machine Head, System Of A Down, Days Of The New, goth gods Bauhaus, MDFMK (formerly known as KMFDM), and the cartoonish rappers the Insane Clown Posse. (Did you get all of that?)

The soundtrack also features "where are they now" retread Billy Idol and a number of

promising up-and-coming bands, including Queens of the Stone Age, Zilch, Puya, Sons of Domination, Full Devil Jacket, and Econoline Crush.

If you're old enough, you'll remember that the first *Heavy Metal* movie, which came out in 1981, featured hit bands such as Black Sabbath, Blue Oyster Cult, Cheap Trick, Devo, Grand Funk Rail-

road, and Journey. A digitally remastered version of the first film was recently released on DVD by Columbia/TriStar, and contains deleted scenes, an art gallery, a full-length rough cut, and the documentary, "Imagining Heavy Metal."

Like the film, the *Heavy Metal: F.A.K.K. 2* game will be out sometime this summer.

**COAL CHAMBER**  
Their first album sounded too much like Korn, but don't tell them that.





# Seeing Red

Don't Expect Maxis's *SimMars* Anytime Soon

**Mars-related** projects can't seem to catch a break these days. After a metric system mixup, NASA's Mars Climate Orbiter melted in the red planet's atmosphere in September. In December, the \$165 million Polar Lander failed to reach its target and is now space junk.

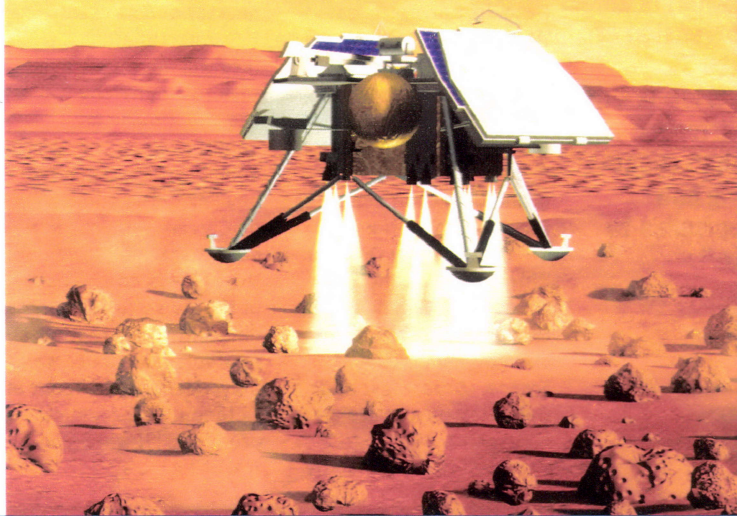
Maxis' ambitious Mars mission, *SimMars*, is down for the count. Originally scheduled for release this year, official word is that the game won't come out until 2001. "The design is still evolving," explains a

Maxis spokesman, "the gameplay right now seems too much like *SimCity*."

Maxis still plans to make colonizing Mars with gadgets and buildings the main premise of the game, but now is exploring ways of adding a multiplayer aspect to it.

Cheer up, Mars maven: your second-most favorite planet isn't totally out of the picture in 2000: Warner Brothers' *Red Planet* and Buena Vista's *Mission to Mars* are still ready to touch down this year.

**SPACE DISGRACE**  
NASA never made it to this point. Let's hope *SimMars* has better luck.



COURTESY OF NASA/JPL/CALTECH



## The Destroyer Walks Again



# Thrill of the Hunt

Step Aside, Lara Croft: There's a New PC Vixen in Town

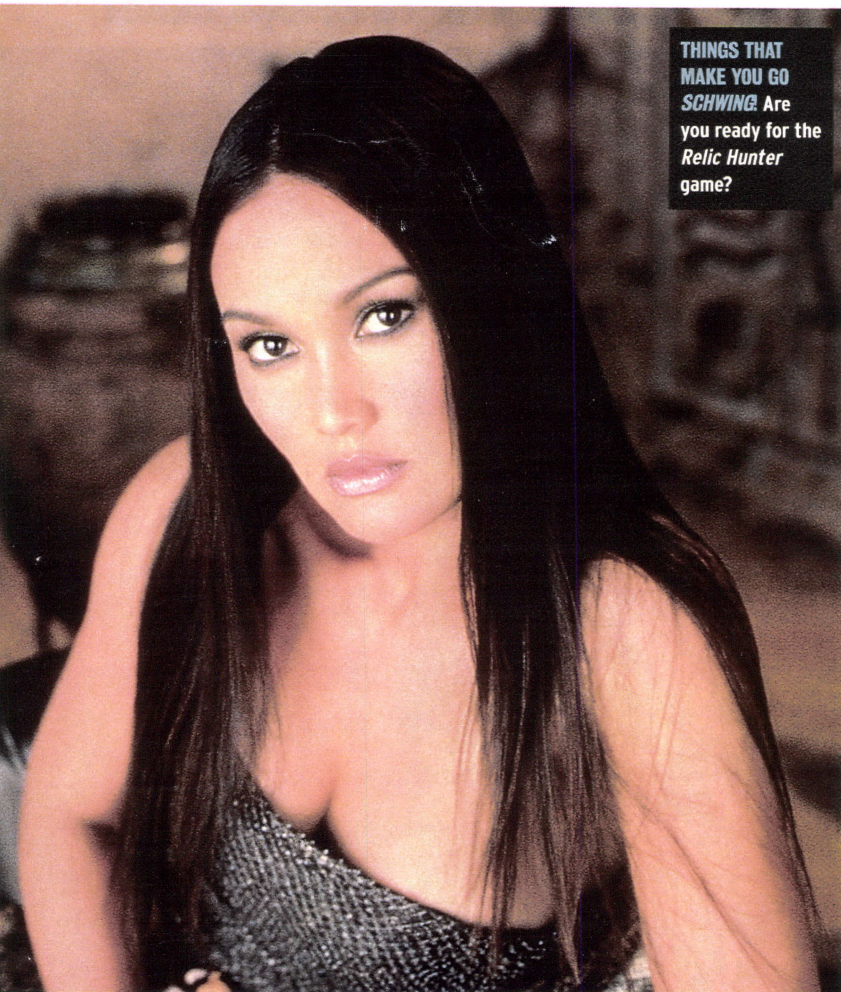
"(The *Relic Hunter* game) is an extension of the TV series—it's no different than creating new episodes to us."

**Relic Hunter**, the syndicated television show starring ex-*Wayne's World* babe Tia Carrere, is getting set to make the jump to the PC in the form of a 3D action/adventure game. Carrere's character, the sexy history professor Sydney Fox, will soon be giving Lara Croft some serious competition.

Produced by Octagon Entertainment and Fireworks Entertainment, the PC game is being developed by Silmarils in France. (Dreamcast and GameBoy flavors are also on deck.) A publisher is expected to be named by

the time you read this, and the title is slated to hit shelves in the fourth quarter of this year.

Unfortunately, Carrere will not be involved with the game—she will likely just make an appearance on the packaging. However, the Sydney Fox in the game will be Carrere's 3D-rendered equivalent. "In our minds the game is an extension of the TV series—it's no different than creating new episodes to us," says Lloyd Melnick, an agent at Octagon. And, Melnick promises, "it will be an AAA title."



THINGS THAT MAKE YOU GO SCHWING: Are you ready for the *Relic Hunter* game?

## CAMPAIGN ROADSHOW

Every month, our readers scrutinize the print and television media for inventive, humorous, or off-the-wall adverts. Here are this month's picks.

### TOP PRINT ADS FOR MARCH

#### 1 MICROSOFT STARLANCER

Sign us up! We felt like we were getting drafted for *Starship Troopers* rather than being snookered into buying a new space flight sim game. We're ready to earn our stripes. Just aim us at the nearest thing that looks like the Death Star.



#### 2 MICROSOFT INTELLIMOUSE EXPLORER

Microsoft ads are on a roll! The sexy sci-fi appeal of this mouse gets us thinking about HAL from *2001: A Space Odyssey*. Not because it's so advanced: it's just that funky red laser lens. What do you think you are doing, Dave?



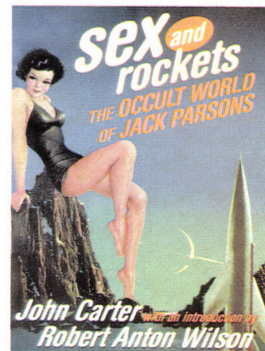
Vote online at [www.incitegames.com](http://www.incitegames.com), or send your votes to: Incite PC Games, 650 Townsend St, Ste 305, San Francisco, CA 94103, Source: Reader voting.

## Magic Man

Biography: Scientist and Occultist Jack Parsons

**Jack Parsons** wasn't your average brainiac. According to *Sex And Rockets: The Occult World Of Jack Parsons*, the man spent his days developing the rocket fuel used by both the Allies in World War II and NASA for their lunar missions. At night, he called himself "The Antichrist" while practicing the black magic rituals of Aleister Crowley. A definite must-read for people who believe in science, science fiction, and the dark magic between them, the book answers some, but not all, of the questions surrounding

this intriguing individual. *Sex And Rockets* is available anywhere cool and unusual books are allowed to be sold.



**ROCKET FUEL** Take a break from fragging and pick up this book.



## Sid's Next Big Thing

### Meier Unveils His *Civilization* Prequel

Sid Meier's games are known for covering a huge array of topics, from the Civil War to Baroque music. Still, the premise of his next project will surprise many of his fans.

As the "prequel" to *Alpha Centauri* and *Civilization III*, Meier plans to do a strategy game starring creatures that he's always had a fascination with: dinosaurs. According to Meier, the game would have an attitude "similar to *Civilization*, [with] some basis in reality—but fun and familiar."

There is already a prototype of the game



**THE BEAST WITHIN** Sid's new game has a 'saur spot.

according to Firaxis, but many aspects remain in flux. Firaxis refuses to give away much more about the game. Instead, they plan to release Sid's designer diaries on line at their site at [www.firaxis.com](http://www.firaxis.com) periodically to inform gamers of progress.

## MONO A MONO

### Hasbro's New *Roller Coaster Tycoon* Spinoff Is So Money!

Capitalizing on the massive success of *Roller Coaster Tycoon*, Hasbro is expanding the "Tycoon" brand with a *Monopoly*-branded version.

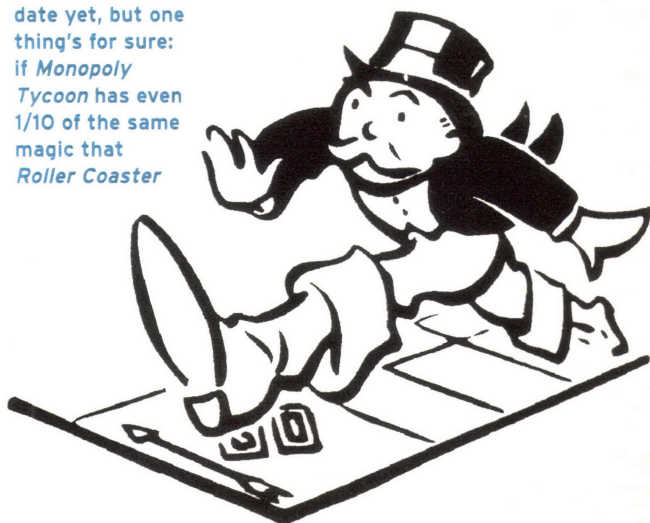
In the game you'll be able to buy and sell real estate, plus build properties on top of it, *SimCity*-style.

According to Hasbro Interactive President Tom Dusenberry, "With *Monopoly*, you get the curious thrill of bankrupting your best friend. Now in *Monopoly*

*Tycoon* you get the opportunity to crush your best friend."

The upcoming game doesn't have a release date yet, but one thing's for sure: if *Monopoly Tycoon* has even 1/10 of the same magic that *Roller Coaster*

*Tycoon* had, the game will be more desirable than a "Get Out of Jail Free" card.



# It's Time to Gather Your Champions



## SITE OF THE MONTH

www.chickenhead.com



### Laughs R Us

There's irreverent, and then there's Chickenhead.com, a humor website in the tradition of *The Onion*.

Its news section certainly doesn't pull any punches: recent headlines include "New Study Confirms Link Between Teen Smoking and Coolness" and "Poll: Americans Prefer Lethal Injection Over Dining with Vegans!"

The shameless Web site saves the best laughs for its BannerTown section, which displays faux website banner ads so ribald, they'll make even Howard Stern wince ("ExcreMints: They're Poo-licious").



### Rumor OF THE MONTH

■ **THE RUMOR**  
Some highly placed sources have indicated that Ion Storm's three newest games—*Daikatana*, *Deus Ex*, and *Anachronox*—are being shopped around to film studios. Word is that game demos have been shown to some Hollywood folks to spur interest. Any takers yet? We don't know for sure, but apparently Miramax has already seen the demos.

### ■ OUR TAKE

Let's run down the checklist of games turned movies: *Super Mario Brothers*, *Wing Commander*, *Street Fighter*, *Mortal Kombat*, and *Double Dragon*. Is there a memorable moment in the bunch? Let's pretend for a moment that this does work out, each Ion Storm game has a rich story that could lead to a good film (as we say that with fingers crossed). The fact that someone on staff within Ion Storm is a friend with a notable action director couldn't hurt either. The real question should be will any of them come out before the *Tomb Raider* movie?

# Mitts and Hits

Ready or Not, Here Come the New Baseball Games

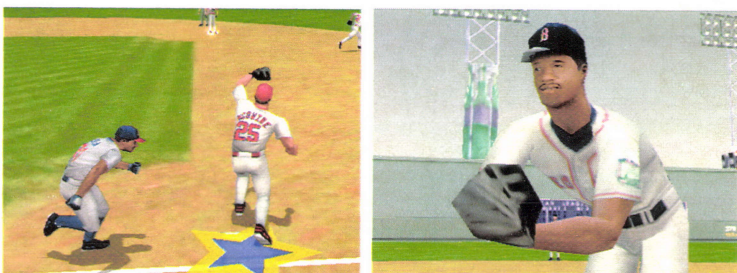
Most significantly, both *High Heat* and *Triple Play* will offer competition over the Internet.

**Your favorite** baseball players—currently sweating it out at spring training camps in Arizona and Florida—are not the only ones working hard at getting primed for the new season. Development teams for this year's crop of MLB games are hard at work, too. Two of the fiercest competitors, 3DO's *High Heat Baseball* and EA Sports' *Triple Play*, are nearly ready. *High Heat Baseball 2001* adds improved AI (especially with base running), a batting practice mode, and for players who can't make it through nine

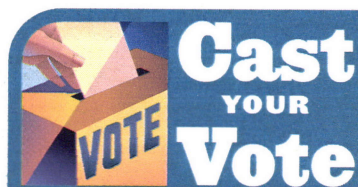
innings during one sitting, an in-game save feature. *Triple Play 2001* answers with ballplayer/umpire argument animations, a create-a-taunt tool, and an MLBPA Big League Challenge Mode that puts you in control of Hall of Fame legends such as Willie Mays and Ted Williams. Most significantly, both 3DO and EA Sports will offer competition over the Internet. Here's an early look at these two baseball games—both should be on store shelves by the time MLB kicks off its new season on March 29.



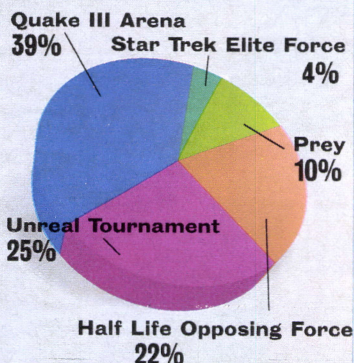
**IN ORBIT** Cleveland's Manny Ramirez belts one into the Jake's cheap seats in *High Heat Baseball 2001*. Will this be home to another World Series?



**TRIPLE THREATS** EA Sports' *Triple Play 2001* will be loaded with new features, which will add more action to the sport since the Disco Demolition in Chicago's old Comiskey park.



What will be the first-person shooter to beat this year?



Source—www.incitegames.com. Poll 9/30/99  
Visit our Web site and cast your vote now!



# Need a Porsche?

EA Is Set to Unleash the Next *Need for Speed*

**Get your motors** running: Electronic Arts is readying the next game in its popular *Need for Speed* series. Tentatively titled *Need for Speed: Porsche Unleashed*, the racing game features over 80 past and present Porsches, from early models like the 1948 356 Roadster to the ultra-svelte 2000 996 Turbo.

In Career Mode, players buy and upgrade Porsches in a simulated world where supply and demand dictates the price of the cars. There's also a mission-based racing mode that rewards you with points for executing fancy 360-degree turns and evading police cars.

As with past *Need for Speed* games, EA's Canadian studio is working on the title. Its brand-new game engine is capable of cockpits that are completely 3D—the gear shifting animations feature polygonal hands. You'll even hear random squeaks and rattles from within the cabin. How's *that* for realism in a driving game?

**NFS: Porsche Unleashed** will have over **80 past and present models**, including the ultra-svelte 2000 996 Turbo.



**UNLEASHED BEASTS**  
Porsches rule the road in the next NFS.



**OLDIE BUT GOODIE** They don't make 'em like the 356 model anymore.



**THINKING INSIDE THE BOXSTER** Porsche's hip roadster makes an appearance.

## A New Adventure Beckons



# HIP TO BE SQUARE

*Grand Theft Auto's* Publisher Markets Games to the Beat of Its Own Drum

Most software companies' idea of brand extension is pasting a logo onto a T-shirt or coffee mug. Take-Two Interactive's Rockstar Games, best known for *Grand Theft Auto*, prefers to make a little bit more noise. "We just started a nightclub in NYC called the Rockstar Loft," says COO Terry Donovan.

In addition, the trail-blazing publisher has a partnership with Moving Shadow Records, an independent record label that publishes cutting edge drum and bass music. Under this symbiotic relationship, demos and promotional videos of Rockstar's games

appear on certain Moving Shadow CDs. In return, Moving Shadow Records gets to promote its albums on games like *GTA2*. The entire soundtrack to *GTA2* appears on 99.2, a compilation CD that Moving Shadow released last fall.

For 2000, expect more music collaborations (Rockstar recently scored the Austin Powers license. Think of the possibilities). There's also a clothing line in the works, which will include much more than just T-shirts. With all of these ancillary projects, is Rockstar Games in danger of neglecting their game publishing

duties? "Games like *Grand Theft Auto* are considered to be our crown jewels," assures Donovan, "The fact that we do the other stuff is actually an attempt to open video games to a wider audience. It's simply a case of trying to open more doors."



## Hot and Cold

Let's Bring Out the Thermometer to Gauge the Latest Happenings in the Game Industry

### ■ Sid Meier Goes the Way of the Dinosaurs

The legendary game maker's next project is a prehistoric dinosaur strategy game. It can't suck anymore than *Jurassic Park: The Lost World*.



### ■ Lara Croft's Movie Status

Principal photography on the *Tomb Raider* film is set for this summer. We still don't know who plays Lara.

### ■ Softball Slam

3DO is using their *High Heat* expertise to develop a PC softball game. Sounds good, but will there be beer kegs on the base paths?

### ■ EverQuest Price Drop

989 Studios dropped its price to \$39 but will still charge \$9.89 (get it?) a month. D'oh!

### ■ Daikatana Launch Party & Tournament

Is it a launch party if there's no game to be launched? At least there Phil "Messiah" Kennedy won a 800MHz SYS computer. Us? We're just waiting for another party.

212°  
BOILING

PIPING

TEPID

32°  
FREEZING

## Objects of Dorkdom

### Geek Chic?

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Like many other dork devices, the onHand is extremely functional: you can store your contacts, calendar, memos, and even track your expenses. Those using PIM software can even import data into the watch. The only catch being that you'll probably need a CS degree to get started. Buy it at [www.onhandpc.com](http://www.onhandpc.com) for \$280.



PHOTO BY RAJAT GHOSH



# Might and Magic®

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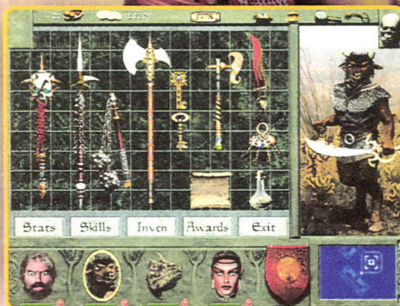
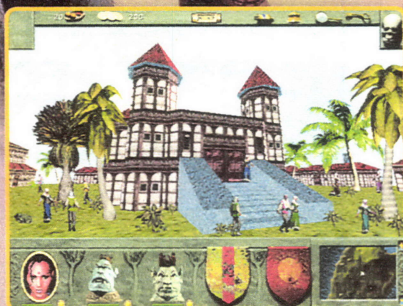


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# TOP 20

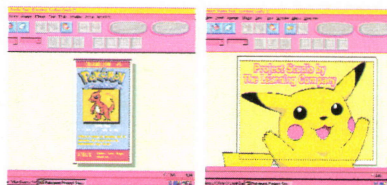
In association with The NPD Group, here are the top 20 best-selling PC games for the month and the top 10 in three categories.

1  
N

## Pokémon Studio Red

• The Learning Company • Education

It was bound to happen: Pokémon have invaded the PC. Mind you, both Red and Blue versions aren't really games per se. Kiddies use these CD-ROMs to design greeting cards, jewelry, stickers, and other Poké-junk. Still, *Red* and *Blue* are classified as entertainment titles, so they qualify for the top spots on our chart.



2  
N

## Pokémon Studio Blue

• TLC • Educational

In order to get 'em all, kids have to buy both Red and Blue versions. Now there's a scam.



3  
▲ 6

## Roller Coaster Tycoon

• Hasbro • Simulation

Buoyed by the *Corkscrew Follies* expansion pack, *RCT* has found its second wind.



4  
N

## Lego Island

• Mindscape • Strategy

It's *Roller Coaster Tycoon* for Lego enthusiasts: players build and manage their own Lego theme park.



5  
▼ 1

## Age of Empires II

• Microsoft • Strategy

It's no longer #1, but *AOE II* continues to sell strongly.



6  
▼ 5

## Deer Hunter 3

• WizardWorks • Sports

Meat-eating gamers aren't in any danger of becoming an endangered species.



7  
N

## Barbie...Gotta Groove

• Mattel • Action

Giddy girls (or guys if they're into this sort of thing) get to choreograph dance moves for Barbie.



8  
▲ 10

## Half-Life

• Sierra • Action

*Half-Life* continues its reign as the top-selling FPS. *Quake III* should claim this honor next month.



9  
▼ 4

## Cabela's Big Game Hunter 3

• HeadGames • Sports

Here's our idea for the next hit hunting game: *Wabbit Hunter*, starring Elmer Fudd and Bugs Bunny.



10  
▼ 7

## R.C. Tycoon: Corkscrew Follies

• Hasbro • Simulation

Valve's FPS should get its second wind since you need it to play the new *Opposing Force* add-on.



11  
N

## Delta Force 2

• Novalogic • Action

Be all that you can be in this mission-based combat game.

12  
▲ 19

## Frogger

• Hasbro • Action

The jittery amphibian continues to hang onto the Top 20, despite being over two years old.

13  
▼ 3

## Rainbow Six: Rogue Spear

• Red Storm • Action

The latest from Tom Clancy drops ten spots from its peak position.

14  
▲ N

## Who Wants to Be a Millionaire

• Buena Vista • Trivia

TV ratings champ + inexpensive retail price = big-time software hit. That's our final answer.

15  
N

## Star Wars: Millennium Falcon

• Hasbro • Action

This CD-ROM includes a *Falcon* dashboard that fits on top of your keyboard. Han Solo would be proud.

16  
N

## Flight Simulator 2000

• Microsoft • Simulation

There are still plenty of virtual pilots out there buying up this popular title.

17  
— 17

## SimCity 3000

• Maxis • Simulation

Virtual architects still dig this game. Mike Brady, rest his soul, would have loved it.

18  
▲ N

## Asheron's Call

• Microsoft • RPG

Microsoft hopes their massively multiplayer offering can stay competitive with *Everquest*.

19  
N

## Sim Theme Park

• Electronic Arts • Simulation

Will Wright's Maxis team didn't work on this game. That's why it isn't beating *Roller Coaster Tycoon*.

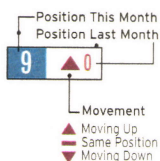
20  
▼ 5

## C&C: Tiberian Sun

• Westwood • Strategy

Westwood's latest C&C is fading fast. Is this its last month in the Top 20?

### CHART LEGEND



### RANK RULES

Chart information on this page provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

**NPD**  
THE NPD GROUP, INC.

## TOP 10 Sports

- 1 — 1 Deer Hunter 3 • WizardWorks
- 2 — 2 Big Game Hunter 3 • HeadGames
- 3 N NBA Live 2000 • EA
- 4 N Deer Hunt Challenge • EA
- 5 ▼ 3 Madden NFL 2000 • EA
- 6 ▼ 4 Deer Avenger 2 • S. & Schuster
- 7 ▲ 10 Links LS 2000 • Microsoft
- 8 ▼ 7 NFL Fever 2000 • Microsoft
- 9 ▼ 5 Deer Avenger • S. & Schuster
- 10 N Big Game Hunter • HeadGames

EA Sport's latest *NBA Live* only managed a third place showing, despite having Michael Jordan in the game for the first time.

## TOP 10 Shooters

- 1 — 1 Half-Life • Sierra
- 2 N Unreal Tournament • GT Int.
- 3 ▼ 2 Delta Force • Novalogic
- 4 ▼ 3 Redneck Rampage • Interplay
- 5 ▲ 6 Quake II • Activision
- 6 ▼ 5 Unreal • GT Interactive
- 7 — 7 Aliens vs. Predator • Fox Int.
- 8 — 8 Duke Nukem 3D • GT Interactive
- 9 ▼ 4 Freespace 2 • Interplay
- 10 — 10 Jedi Knight/Sith • LucasArts


*Unreal Tournament* debuts at #2. Does it have enough firepower to overtake *Half-Life*?

## TOP 10 Simulation

- 1 ▲ 2 Flight Sim 2000 • Microsoft
- 2 ▼ 1 Flight Sim 2000 Pro • Microsoft
- 3 — 3 Combat Flight Sim • Microsoft
- 4 ▼ 7 USAF • Jane's/EA
- 5 — 5 Falcon 4.0 • Hasbro
- 6 — 6 Starfleet Command • Interplay
- 7 ▼ 4 Mechwarrior 3 • Hasbro
- 8 ▲ 9 Fighter's Anthology • Jane's (EA)
- 9 ▼ 8 F-15 • Jane's/EA
- 10 N Pro Pilot 99 • Sierra

The big winner in this category is Microsoft. The 2K editions of its flight sim are dominating and bumped *Fly!* out of the Top Ten.





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A VICTIM OF  
BAD GRAPHICS.**

**MY SON IS A  
VICTIM OF BAD  
GRAPHICS.**

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**graphics**

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# Alien Dinner in Denver

BY DARREN GLADSTONE  
PHOTOGRAPHY BY MICHAEL SEXTON

Are Aliens Eating Children Beneath the Denver International Airport? *Deus Ex* Designer **Warren Spector** Tells All

**W**arren Spector, *Deus Ex*'s lead game designer, looked over his shoulder as he made his way into the *incite* PC Gaming offices. Was it caution or unnecessary paranoia that drove him to flee Austin, Texas on a Friday night? We at *incite* didn't care either way, because Spector was onto something. Something big...and we could sense it. *Deus Ex* is supposed to be ready by Q2 2000, and Warren was ready to blow the lid off what the government has been hiding from us.

When we first saw *Deus Ex* a few months back, it was behind closed doors and many aspects were still on the drawing board. Now, three months later and with the game 60 percent complete, Spector smuggled out a copy and walked us through a few missions. That exclusive footage is lurking on this month's CD-ROM, but we took a few minutes to corner the elusive game designer and ask him about *Deus Ex* and how he hopes to meld more reality into games.

**First off, what's up with the name? What does *Deus Ex* mean?**

It's short for *Deus Ex Machina*, which is a literary device whereby someone appears or is introduced suddenly and unexpectedly into a plot and conveniently ties everything together. It's a lazy writer's way of ending a story. So the name is

partially a commentary on the sorry state of many game plots these days.

**What do you think of games going more mainstream, like books or film?**

I think that it is a natural progression. The power of computers now allows us to approach [the mainstream audience]. Probably the one thing that has always held back the PC game is the degree of complication. My goal is to make it easy enough for someone to get behind the controls and quickly get sucked into the plot. If someone can go to a movie or pick up a book they should be able to play a game.

**You mean like all the first-person shooters that are easy to pick up?**

Well, sort of. In about a minute you can learn the controls, but the complexity of the game world is something along the lines of kill or be killed. Not that it's a bad thing—we're just looking to push interactive storytelling in other directions.

**What do you make of the recent finger-pointing at video-game violence?**

Adults have always been looking to blame others because they can't control their own kids. "It couldn't be...my...fault." At one time it was movies, then comic books, then arcades, then rock and roll. Now it's video games. That's one reason I make the games I do. You don't have to go around killing people, but if you do, there are consequences.

**So how do you categorize *Deus Ex*?**

We're intentionally making a game that's hard to categorize. The idea is to get the best elements of role-playing, adventure, and action and merge them into one game. And then the player is in charge of how to interact with the world. Instead of forcing the player to get





 **IT'S ON THE CD!**  
Check out *Deus Ex* game  
footage on the *incite* CD-ROM!



"There's a little seed in every **conspiracy theory** that makes you go: 'Of course, everybody knows that.'"



"I can't go into the details, but we were asked not to include the **White House** level in the game."

how the designer wanted it played, the game encourages multiple ways around problems. We want the player to out-think us.

**What obstacles have you run into while tweaking the artificial intelligence?**

The AI in *Deus Ex* is everything. The independent reactions of each of the characters is key to the believability of the game. We've actually had to slow down the AI a bit. Previously, the guards would be expert shots and see you from clear across a room. Now, there's actually a bit of a delay before they see you, as opposed to getting shot in the head as soon as you lean around a corner.

We've also programmed in some clever characters. If there's just one guy guarding something and you charge in, he realizes he's all alone and overpowered. Instead of coming after you, he runs and trips an alarm to call in reinforcements.

**Another important point is the immense, realistic world you're traversing. Why did you choose the Unreal engine for *Deus Ex*, and how did you improve upon it?**

*Unreal* was the best combination for us with design tools that were absolutely critical and the promised support, which [GT Interactive and Epic Games] delivered. But the great thing is we didn't have to change a lot. It was a great starting point for us. Now we're in the process of porting in the *Unreal Tournament* code.

We've added all sorts of role playing and adventure elements to it: A branching conversation system, an inventory system, and all sorts of 2D interfaces. One of our prouder accomplishments, though, is a whole phonetics model for our characters.

With it, we can feed a .WAV file into the game and process in real time the sounds that track the animation. The character speaking will be able to manipulate mouth positions and realistically look like he or she is talking. This special process saves us infinite amounts of work in the long run. We could fit in a track of Swahili and it would synch up if we wanted to.

**You have a lot of real world locations in the game. Initial plans included The White House as a level, but that got cancelled. What happened?**

I can't go into the details, but we were asked not to include that level in the game. It was

kind of creepy at first how they knew about that.

**Got you a little paranoid?**

You could say that, but I suppose it makes sense. [At this point, a spokesperson from Ion Storm advised that they couldn't say any more on that topic...so to all you government spooks out there, go easy on the guys, okay?]

We are, however, going to be including a bunch of other locations, like Hong Kong, Paris, and Area 51. One of the neat things is the accuracy and detail we went into with the mapping. For the Paris levels we spent countless days taking photos of the streets, down to the fire hydrants and signs on buildings.

**Let's not forget about the hero, J.C. Denton, super spy. How would you describe him?**

Well, J.C. Denton is his code name, we won't give away his real name. That's gonna come into play in the actual game. He's actually the second of his kind. He has nanotechnology wandering around in his bloodstream and body, which gives him augmented abilities like night vision and super stealth.

As a member of UNATCO, the United Nations Anti-Terrorist Coalition, he is fighting what he thinks is evil. As he investigates, some of these evil guys make a little sense and the guys that he work for might not make so much sense. So it's all that shade of gray that makes the game interesting and lets you choose the road you want to take.

What I really didn't want was ultimate evil and all that kind of stuff in a typical game. So we're trying to do something a more subtle. Still, at the end, there are some bad guys to defeat. For most of the game, we want you to wonder "Am I fighting for the right side?"

**Could you give us any indication of the "bad guys" we're up against?**

Sorry, they wouldn't let me live through the night. [We think he was referring to the Ion Storm spokespeople, not the government.]

**In that case, could you tell us a little bit more about the cybernetics and weaponry in the game?**

Everything is designed to differentiate one character from another. One of them is the nanotechnological augmentation. For example, one of the things you have to do in the game is find these augmentation canisters.

Once you pick an augmentation, that decision is yours for the rest of the game. You don't get to change. Similarly, we have a skill system in which you can only choose to advance in a few skills. And how you advance with skills determines how you can solve puzzles further on down the road.

As far as armament, we've got about 20 weapons of various sorts. They're broken down into various categories: low-tech weapons, like pistols, rifles, and stun guns; demolitions; and heavy weapons. One of the interesting things about the game is that you can decide "I'm not going to kill people." The non-lethal skills are actually pretty fun.

**Will there be multiplayer in *Deus Ex*?**

We want to do multiplayer, but because of time constraints, we will have to add it later as a patch or in an expansion pack.

**Now, you don't really buy into all of the conspiracies out there, do you?**

I've always been into conspiracies, though oddly, I don't believe in any of it. But I find them really fascinating in how they come to be. What I discovered as I searched the Web and read a bunch of books is that they offer a kernel of truth. There's a little seed in every conspiracy theory that makes you go, "Yeah of course, everybody knows that." But people behind all these theories, they spin them into these amazing things. I find that fascinating.

There are some amazing conspiracy Web sites. People really believe some wacky things that I couldn't put into the game. Nobody would believe it.

**Last time, you mentioned a favorite conspiracy you were reading about. Something about the government consorting with aliens to sell us off as food?**

Oh, you mean below the Denver airport. There's supposed to be holding pens deep underground built by Masonic forces under the direction of George Bush. These holding pens were built for aliens who eat all the children who disappear every year. The children are kept in these pens. So there's like this fast-food place for aliens down below Denver International Airport.

**So I guess you've been unable to locate that so far.**

Nope, no luck as of yet. ☹



EXCLUSIVE SCREEN SHOTS

# Deus Ex

Warren Spector's new game has a great story and the visuals to back it up.



**WATCH YOUR STEP** As if the laser tripwire wasn't enough, you've also got heat-seeking spider robots to contend with.



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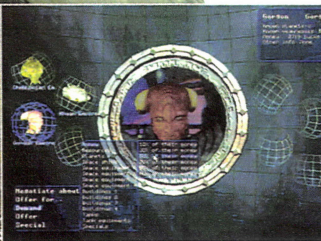
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# Today Edmonton, Tomorrow the World!

**MDK2**, the Next Chapter in the *MDK* Saga, Saves the Great White North

■ PUBLISHER Interplay ■ DEVELOPER BioWare ■ GENRE Action/Adventure ■ PLAYERS 1 ■ RELEASE DATE Q1 2000

## INSIGHT

**Q.** Balancing a sanitation career and being a hero is tough. Who else tried it?

**A.** Emilio Estevez and Charlie Sheen cleaned up corruption in *Men at Work*. Now, Sheen is now starring as someone's bitch in county lock-up, while Estevez appears in trash.

**Q.** Max is a six-legged, talking dog known for smoking cigars, but who was the first dog in space?

**A.** Laika, launched by the Soviets into orbit for peeing in the Kremlin and humping Krushchev's leg. Also known for liking vodka-drenched Milk-bone dog biscuits.

**Q.** Who was building cool gadgets long before Doctor Hawkins?

**A.** MacGyver did it with style throughout the 1980s. Anyone that can disarm an atomic bomb with macaroni noodles and a Nestlé Crunch chocolate bar is tops in our book.

A space janitor's work is never done. Kurt Hectic mopped up the alien menace when *MDK* first came out in 1996. Donning his sleek black combat suit, he's back at it with the help of Doctor Fluke Hawkins and his trusty six-legged canine pal, Max.

By Darren Gladstone  
and Nikki Douglas

**Y**ou might not know this, but the most strategic place to invade the entire planet is apparently Edmonton, Alberta, Canada. Aliens

are lurking somewhere underground with new plans for global domination. But is it coincidence that the home office of the game's developer, BioWare, is also located there? Not quite.

The campy adventure begins with Kurt, Doctor Hawkins, and Max toasting their victory over the aliens in *MDK*. The revelry suddenly ends when an alarm sounds to warn that something is amiss in Edmonton. But this is a whole lot more than just a rehashed sequel with some new jokes. "After playing the first *MDK*, we decided to do some-

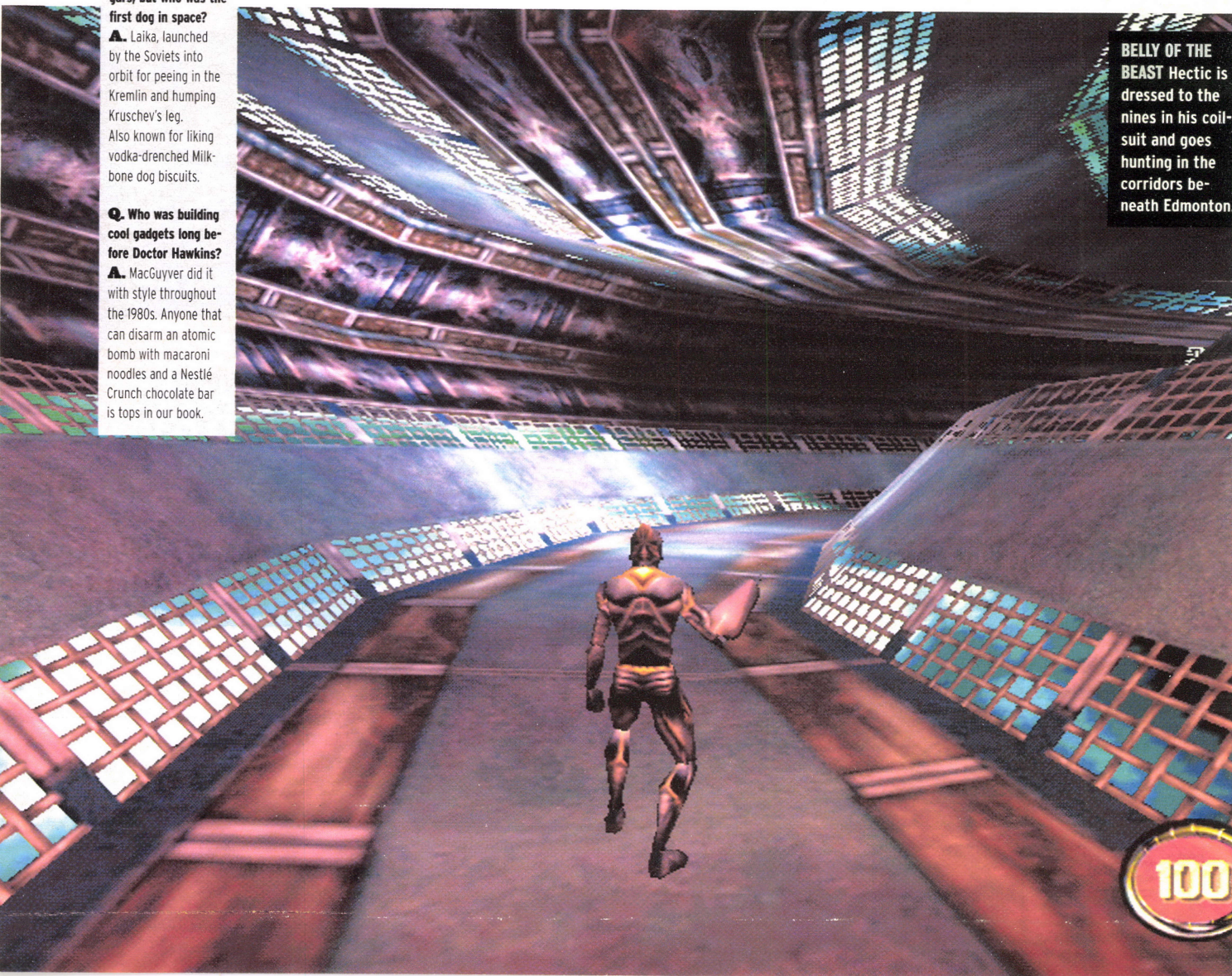
thing very story driven with a ton of action," says producer Dr. Greg Zeschuk.

Now you've got three different types of gameplay elements in addition to a compelling story. At first, you're Kurt, the stealthy sniper-guy. You also take control of Max, the bad-ass supermutt, in blazing shoot-'em-up levels. Then, play the docto, in a series of wacky action/adventure missions.

## Doing a Triple Take

Kurt is heavily armed in his fashionably sleek, black "coil suit."

**BELLY OF THE BEAST** Hectic is dressed to the nines in his coil-suit and goes hunting in the corridors beneath Edmonton





Equipped with a sniper helmet, you can fire off countless machine gun rounds or take aim in sniper mode, zooming in from great distances. And with the ribbon-like parachute you can glide in behind enemy lines as well as look saucy for a night out on the town.

Like in *MDK*, here Kurt will have to be wily and use the stealth features of his suit to turn these hulking reptilians into piles of neon green goo. This is where judicious use of the sniper scope and parachute come into play.

For example, in one of Kurt's first fight scenarios, he faces a seemingly unending stream of aliens that are being pumped out of a cannon. There is no way to just drop into the room and start blasting these nasties without getting your cajones handed to you in a gift-wrapped package. Instead, Kurt has to jump onto moving platforms through the use of the parachute to let him stay safely above the aliens below. He can then take out the

**Some aliens taunt and wave at you behind shields, others run scared and break wind, or you may have to contend with one alien's telepathic flatulence attack.**



**GO AHEAD AND JUMP** Kurt jumps onto this platform so he doesn't have to wonder through the next room having smart bombs shoved up his butt.



**BIG UGLY GREEN GUY** This guy has a fire bomb gun to fricassee our hero's spleen.

aliens by sniping at them.

As Kurt you'll have an arsenal that includes grenades, special sniper bullets (like the homing bullet, which can hone in on an alien target), or the bouncing bullet (which ricochet like the bullet that hit JFK seven times). There are also silencers for sneak attacks, invisibility-inducing cloaking devices, and decoys that closely resemble those punching bag clowns you used to beat up as a kid.

Where Kurt is silent but deadly, (stop snickering!) Max's four arms can each carry firearms, which

makes him a devastating shooter. Normally Max is a rather gentle creature, a loyal and trusted friend. However, since *MDK*, he's downloaded an action hero personality into his databank to make himself gutsier. So, imagine holding a Gatling gun in one hand, an Uzi in another, a Magnum in hand number three, and a laser in the other. At some point in the game you will...along with an atomic jetpack to help get Max out of tight jams. For all-out firepower and gunplay, Max is your man...er, dog.

Doc Hawkins isn't very strong,

## FAMOUS SPACE CADETS FROM THE GREAT WHITE NORTH

### Take off, You Hoser

*MDK2* got us thinking. This game takes place in Canada as well as space, but have there been any famous Canadians in space?



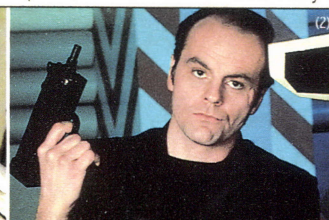
**WILLIAM SHATNER**

Captain James T. Kirk has been spacey longer than most...little did we know that he was replicating Canadian bacon for breakfast. At least his toupee was built in the good ol' US of A.



**MORANIS & CANDY**

Better known to *Spaceballs* fans as "Dark Helmet" and "Barf," these two nutty canuks hit "Ludicrous Speed" en route to the bar, sucking down some Molson Golden and Moosehead beer.



**MICHEAL IRONSIDES**

He helped stave off an alien invasion in the TV mini-series *V*, and was the gruff, battle-hardened Lieutenant in *Starship Troopers*. We'd make fun of him, but he looks like he'd kick our collective asses.



**KEANU REEVES**

That's right, dude, Mr. *Matrix* himself is also down with the maple leaf. It is most non-heinous how he could, like, stop bullets and run up walls. Especially when trying to avoid Mounties at the border.

SHOOTING STAR (3)



and he isn't very stealthy, but he's one crafty character. He relies on brains instead of his brawn in most cases. In the levels where you control Doc, you'll spend much of your time solving puzzles and making useful weapons and devices out of what he can find.

Doctor Hawkins starts the game with a toaster, a cigarette lighter, a pile of dirty towels, and some plutonium, which makes you wonder whether he's really trying to save the world or just get a jump on spring cleaning. You can put together things as mundane as a turbocharged leafblower or a toaster that launches atomic-toast missiles. No, this is not your average adventure game. But our favorite option is to take a slug of Plutonium and turn our Dr. Jeckyl into a lumbering Mr. Hyde. The horned, muscular version of Doc is so imposing that the aliens run in fear.

Each of the characters will need

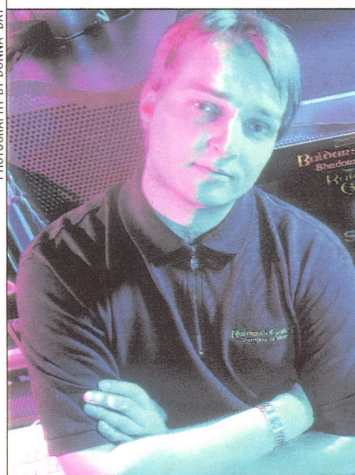
**Can our heroes save Canada? More importantly, will they save the world?**

PLAY MDK2 AND CALL ME IN THE MORNING

## Oh, Those Kooky Canadian Doctors...

When Dr. Greg Zeschuk of BioWare dropped by our test labs to show off MDK2, we chatted about the Omen game engine, making MDK2 and dating.

PHOTOGRAPH BY DONNA DAY



some real world issues, but for the most part, your imagination can run wild here.

**What are the major differences between MDK and MDK2?**

Two things, first is the story. *MDK* had a great back-story but a lot of people weren't really aware of it in the game. The game should have been huge, and although it sold well, we always look to do better and what we saw was there wasn't enough of a story in the original. We decided to focus more on that. A good story ties you into the world. The second reason was the multiple characters. At first we were afraid when we had decided to do the game; how we would answer that question, how is it different? We realized early on that the game would have to be totally new for people who had played the first and people who had never played it. The game is filled with so many surprises, twists and turns, so much variety it's almost stupid. We just can never do anything middle of the road here.

**Has SHINY [developers of the original MDK] seen it yet?**

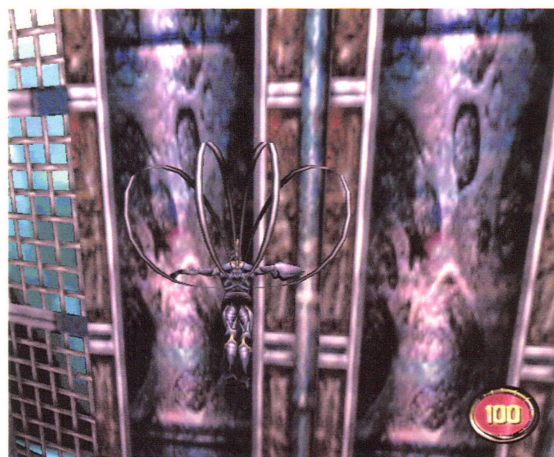
They saw it at ECTS. They haven't had much to do with the projects. Actually we are all anxious to get their opinion. I really value their insight on this project.

**Both games have a great sense of humor. What was it like after working on such a serious project like *Baldur's Gate*?**

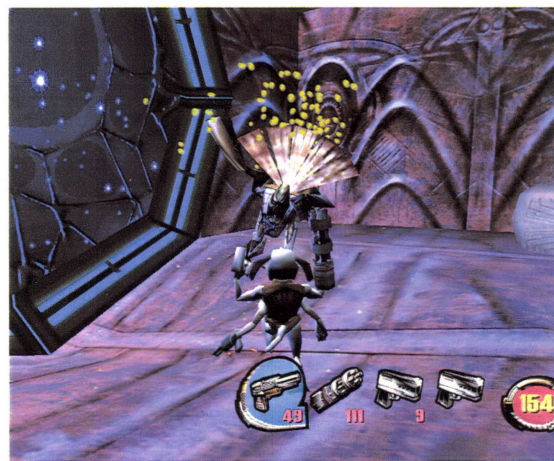
Well, you know we are really kooks at heart. I personally love humor and comedy. You know the old SCTV used to be filmed right here in Edmonton. You'd have Rick Moranis walking around pretending to be Woody Allen in New York, and then you'd see an Edmonton bus go by. I like the idea of some innovation in action/adventure games. I can only do so much deathmatch! I believe there is a new adventure gaming renaissance in progress and we aim to be the head of it.

**In real life, who would Kurt Hectic most likely date?**

I'm not sure, she'd probably not be a starlet, maybe a little mousy, the girl next door. But the Doctor he'd date Angela Lansbury from *Murder, She Wrote*.



**GETTING THE HANG OF IT** Kurt's coil suit lets him glide in like a flying squirrel. Just don't try to take his nuts.



**ROLL OVER, PLAY DEAD** What do you get when you cross two magnums with a shotgun and a Gatling gun? One pissed-off puppy.

**Tell me about the new 3D engine that MDK2 uses, called Omen.**

It's an extremely versatile engine, I think that's the most important thing about it. We used it for *MDK2* and are also using it on *Neverwinter Nights*. It has a proprietary scripting language that we call LUA, which in layman's terms allows us to develop things on the fly right in the game. We were trying to develop an engine that could be easily integrated into a variety of games as well as have portability for the Dreamcast. One of its interesting features is that it runs on an animation system. What that means is we have various set scenes where we can place characters and script animations to run a certain designated times in the scene. It gives the scenes a sense of continuity as well as a more cinematic feel to them. You can just add cameras wherever you want in the game and put together in-game movies for cut-scenes. That's how flexible it is. At BioWare we are never satisfied. So we were working on the engine right up until the last minute.

**Why was MDK2 a good game to debut the Omen engine on?**

I think the main reason was they were in the same place development-wise. We knew exactly what each one needed to make them work. It fit the game well and vice versa. A lot of *MDK2* is spur of the moment. Our art director is nuts, he is constantly finding ways to put new elements in the game, so we needed something that would respond to that. We just are really fortunate to live in a dream world. I mean, we have to deal with





**BLOW ME** The Doc wishes that Black & Decker built a leaf-blower like the turbo-charged one he put together himself.

the others to save them at some point in the game, so your success will depend on using each to reach the final encounter. Without ruining the end, we will say that who you choose to finish the game greatly affects the outcome, giving *MDK2* three possible end games.

### And Now for Something Completely Different

*MDK2* is loaded with wacky humor...it even pokes fun at itself at times. From the whole comic book feel to the stereotypical action characters, you'll notice some demented minds at work. Doc Hawkins likes to say "jinkies," the old battlecry of Velma from *Scooby Doo*. Max smokes cigars, ties a bandana around his head, and has a personality like Rambo's. And Kurt, the typical brooding, solemn hero shows as much emotion as Spock.

Some aliens taunt and wave at you behind shields, others run scared and break wind, or you may have to contend with one alien's

telepathic flatulence attack. It's refreshing to see a game that mixes humor, action, and puzzle solving so well.

Graphically the game is as innovative as the original *MDK*, which was a great achievement in 3D gaming. The only foreseeable downside is that you'll need a heavy-duty system with a powerful 3D card to make Kurt and company look their best. You can play at low-end settings, but when set at very high resolutions the game looks spectacular.

Zeschuk informed us there would be no multiplayer element, explaining that, "Everyone and their brother is coming out with a multiplayer game; we decided we'd rather focus on a single-player experience. The 10 levels of non-stop action will give over 25 hours of gameplay."

### Is This the End for Our Heroes?

*MDK2* has a combination of well-used elements that will make

"MDK2 is loaded with a wacky humor...even poking fun of itself at times."



**X MARKS THE SPOT** In sniper mode you can wipe the smiles off alien faces at 20 paces.

gamers quake in anticipation for its Q1 2000 release. If you enjoyed the original game, you'll fall in love all over again, only it will be a three-some of unique characters that charges you up this time.

Can our heroes save Canada? More importantly, will they save the world? Will Kurt ever get a chance to change out of that suit? Will Max get a robotic flea bath? Will Doc Hawkins ever invent that belly-lint remover? Stay tuned for next month's exciting episode. **6**



# Snow Blind

Finally, a Snowboarding Game for the PC, and **BOARDER ZONE** Looks to Be as Good as a Perfect Stiffy

■ PUBLISHER Infogrames ■ DEVELOPER Housemarque ■ GENRE Sports ■ PLAYERS 1 ■ RELEASE DATE Q1 2000

## INSIGHT

**Q.** So what is a "stiffy" anyway?

**A.** It's a snowboarding trick in which the legs are "boned" and a grab is incorporated.

**Q.** Does the game have good snowboarding music?

**A.** Yes. In fact there are 10 different kicking tracks to snowboard to.

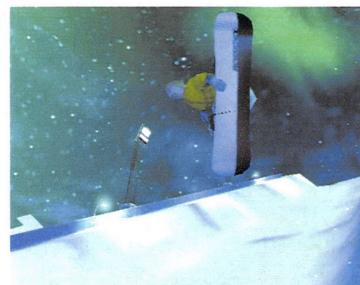
There aren't many snowboarding game choices for the PC, and in fact there are none this year. That's why *Boarder Zone* came along just in time. Fortunately, it looks so good that you might change your plans to go to the mountain to stay home and play instead.

*By Tasos Kaiafas*

**B**oarder Zone is one of those games where people will stop to look over your shoulder, oohing and aahing at the scene on screen. Let's start with the snow. Hit a

patch of knee-deep powder and you can sense the fluffiness of the snow as your boarder sinks down into it and the sound softens. Your boarder also leaves a trail in the snow with his board and his hand that looks realistic.

During a night run down the slopes, the lighting effects will also leave you in awe. Colored lights from flares make your boarder glow momentarily as he races by, and shadows appear on the snow created by multiple light sources. The shadows even appear, move, and disappear realistically as he moves past them.



**TRICK STYLE** Get into the half-pipe at night and pull off some rad tricks.

The game has three different locations—alpine, forest, and ski resort—and each of them are







**A DAY AT THE RACES** Don't think you'll be racing against a bunch of nice guys.

packed with different obstacles, jumps, and scenery as well as half-pipes. There are also four weather patterns in the game—daytime, snow and fog, sunset, and night.

The six different character types, both male and female, and three types of snowboards with varying degrees of flexibility, speed, and turning should be

**psycho sam**  
**01:03:59**



enough to keep you happy in the snow for a long while.


### **An Event Worth Entering**

What's great about playing a snowboarding game instead of a skiing game is that there's a lot more excitement and variety in snowboarding games. You can perform tricks in the half-pipe or off of a high jump, or race down a course full of jumps and obstacles. It's not just ski down a run as fast as you can. Now, if someone made a skiing game that let you just ski the whole mountain and between the trees, that would be something.

Admittedly, the game has removed some of the realism for the sake of added fun, such as how high and for how long you can fly off of some jumps, but who cares? And I know how PC gamers can be sticklers for realism. But *Boarder Zone* should be realistic enough and a lot of fun to boot. To get really high off of a jump, you hold down the jump button and a power meter starts to increase. Just as you reach the top of the jump, let go of the button and you'll spring high in the air. Push one of the directional keys before you jump and you'll do a flip in that direction. And these flips are *hard-core*. You can get so much time in the air off these jumps that you can flip and still pull off a couple tricks before landing.

The controls seem to be laid out easily enough for anyone to play, but some of the tricks will take practice to pull off successfully. Although you will get going pretty fast during a race, it's not too hard to navigate through the turns. You will have to know what follows a jump, however, unless you want to slam into a boulder on your landing.

### **It's No Fun Going at It Alone**

*Boarder Zone* supports up to eight players over a network, and there's no word yet if there will be Internet play. If you can't get to the slopes with your friends, this might be the perfect alternative. There are also 10 kicking music tracks, so you'll be entertained even if you don't have anyone else to snowboard with. But if you're a skier or snowboarder, you know that snowboarders always travel in packs, and you can always find them taking a breather in the middle of the slope. Not a smart thing to do, guys. 

**Admittedly, the game has removed some of the realism for the sake of added fun, such as how high and for how long you can fly off of some jumps, but who cares?**

### **THE REAL DEAL**

## **Learning Air From the Pros**

You Suck, So Check These Guys Out to Get Better

Even if you can't stay upright, it's still a lot of fun to hang out to watch the pros do it. Or, to improve your abilities, there are plenty of camps to attend all winter long.

#### **FEBRUARY**

- 6 Halfpipe Event, Bear Mountain, CA
- 7-9 High Alpine Freeride Camp, Mammoth Mountain, CA
- 12 Cuervo Quarterpipe Event, Bear Mountain, CA
- 18-20 Half-Pipe Camp, Snowbird, Utah
- 22-24 WWSRA Trade Fair, Mammoth Mountain, CA
- 29-3/3 Delaney Adult Snowboarding Camp, Mammoth Mountain, CA

#### **MARCH**

- 2-5 Arosa Superpipe 2000, World Pro Tour
- 6-8 High Alpine Freeride Camp, Mammoth Mountain, CA
- 5 Slopestyle Event, Bear Mountain, CA
- 5 Transworld Snowboarding Riders Poll Awards, Las Vegas, NV
- 10-12 Board AID, Bear Mountain, CA
- 15-18 Women's Snowboard Camp, Snowbird, Utah
- 16-18 France BMC Boardercross, World Pro Tour
- 19 Boardercross Event, Bear Mountain, CA
- 24-26 European Championships
- 29-31 Delaney Adult Snowboarding Camp, Mammoth Mountain, CA



**FRESH POWDER** You can almost feel that fluffy white stuff from this screen shot.









**BY WILLIAM O'NEAL**  
PHOTOGRAPHY BY RAJAT GHOSH

# On the Gate!

Microsoft Builds Up From the Foundation of the Predecessor to ***Motocross Madness 2***

#### Game Specs

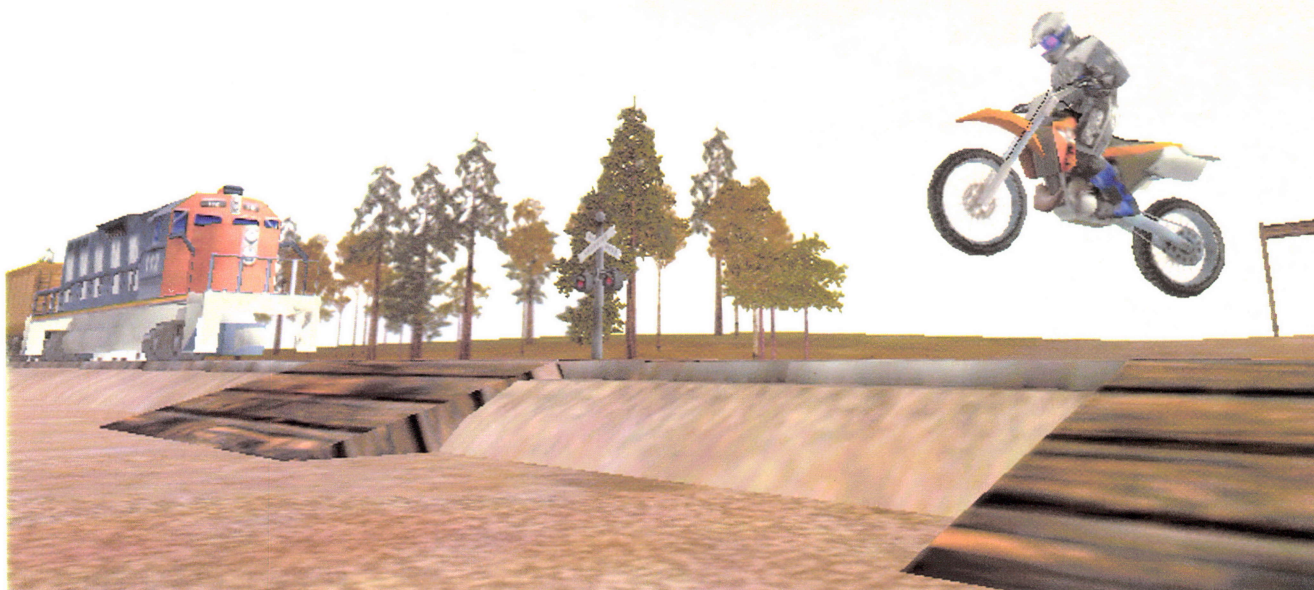
- PUBLISHER Microsoft
- DEVELOPER  
Rainbow Studios
- GENRE Racing
- PLAYERS 1-8
- RELEASE DATE  
Q2 2000

In the past couple of years, Microsoft has steadily been making inroads in the direction of being known as a gaming company, and its *Motocross Madness* franchise is a standard bearer in this cause. Now, with a spruced-up engine and technological advances galore they're looking to push the PC motocross genre even further. While they could've stopped there, they didn't. Realizing that code jockeys know only so much about racing motorcycles, they brought on pro 125cc Supercross rider Stephane Roncada to give the game just that much more realism. Having designed the 15 Supercross tracks, Stephane aims to give gamers a taste of what Supercross is like. And thanks to sophomore developer Rainbow Studios, everyone's wishes should come to fruition.



**PARDON ME BOY, IS THAT THE CHATTANOOGA CHOO-CHOO?**

The world in the Enduro is populated with myriad items. Many of which can divvy out some serious damage.



#### INSIGHT

**Q. Can I compete online against other riders?**

**A.** Duh...Of course you can. In fact racing against other dudes is a big part of what *Motocross Madness 2* is all about.

The original *Motocross Madness* was a marvel in its own right. What it lacked in gameplay it made up for in spectacular 3D graphics. Now, the sequel makes up for those deficiencies by adding some great gameplay features. Sporting six event types, improved technology, and unparalleled multiplayer capabilities, *Motocross Madness 2* has us jonesing for some serious

two-wheeled action. In a nutshell, this game looks damn good. According to Robb Rinard, senior game designer at Rainbow Studios, "The visual quality of the whole game has taken a huge step in the right direction."

And he ain't lying. Anyone who thought *Motocross Madness* looked great is gonna be floored when they see this sequel running in high resolutions.

*Motocross Madness 2* will render its forefather obsolete the moment gamers feast their eyes on it. Both the bike and the rider received some serious geometrical upgrades, meaning that the images are about four times as complicated as those in the first game. Along with improved character animations, *Motocross Madness 2* will look smoother than Montel William's forehead.

While the scenery in *Motocross Madness* was nicely rendered, and fans of the first game were satisfied at the time, according to Rinard, "Visually, there's now a sense of being somewhere. In the first game, there was interesting terrain,



**BIG AIR** Strap some wings on that bike, 'cause at times you don't jump, you fly.

but it was interesting terrain unlike any place I'd ever seen on Earth."

*Motocross Madness 2* will also take some big steps in the direction of improving multiplayer gaming as well. Easily the most exciting online feature is the Top 100. For every major event type in the game—Baja, Stunt Quarry, Nationals, and Supercross—riders can compete online, and those with the fastest lap times are reported back to the MS Internet Gaming Zone servers at the end of every online multiplayer race. Then the server will dole out Top 100 numberplates to the top 100 riders in each event type.



**LOOK! UP IN THE SKY** In the Stunt Quarry riders will score points with sick tricks like this Superman-Seat-Grab.





**A NICE RIDE IN THE COUNTRY** Ever consider jumping bales of hay? Now you can.



**NOW THAT'S A RHYTHM SECTION** Lining up the big triple in the Stunt Quarry.

"If you've been playing for a few weeks, the next time you log on it might say to you 'Congratulations Bob! You're number 22 in Supercross in the world,' and your bike will actually bear the number 22," explains Rinard. "So if you fire up a race and there's a guy with number one on one side of you and a guy with number three on the other side of you, those are the first and third fastest multiplayer riders in the world right now. People will be competing fiercely for those Top 10 plates."

### Rocking the Races

*Motocross Madness 2* will sport six basic race types: Stunt Quarry, Baja, Enduro, Outdoor Nationals, Indoor Supercross, and Pro Circuit. The Stunt Quarry is the easiest to play, and it gives riders the freedom to roam around outdoors and go miles in any direction. At the same time you'll be learning the finer points of the game's physics model and how it works.

The Stunt Quarry is also the only non lap-based event type in *Motocross Madness 2*. Here it's all about stunt points, and riders compete against each other and a clock as they attempt to score off the sickest stunts.

Once riders have mastered the Stunt Quarry, they'll move on to Baja, the easiest race form in the



**[In the Stunt Quarry] it's all about stunt points, and riders compete against each other and a clock as they attempt to score off the sickest stunts.**



**For gamers who really want to get technical there's the Outdoor Nationals and the Indoor Supercross.**



game. Baja will take players into miles of terrain and aims to show that off in a way that makes it easy for people who aren't that good yet to still have fun. Made up of way-point racing, in Baja you'll race from gate to gate, and how you get from A to B to C is completely your business. This wide-open style is forgiving, meaning you can crash numerous times and still finish well.

A step up from Baja, Enduro is a new event type that wasn't in the original *Motocross Madness*.

"What's cool about the Enduro is that you're racing through a populated world," says Rinard. "You're out in the country, and there are cars, trucks, semis, trains, school busses, and airplanes flying around." Like Baja, the Enduro is waypoint-based outdoor racing.

For gamers who really want to get technical there's the Outdoor Nationals and the Indoor Supercross. Pro 125cc rider Stephanie Roncada designed all 15 of the Supercross tracks, which are very difficult. "Most good amateur riders don't have the guts to get on a Supercross track and light it up," said Rinard, "you can really hurt yourself quickly."

The Supercross tracks have all the elements of real Supercross but have been exaggerated a bit. "[It's] not to the point of being ludicrous" explains Rinard. "We try to find a

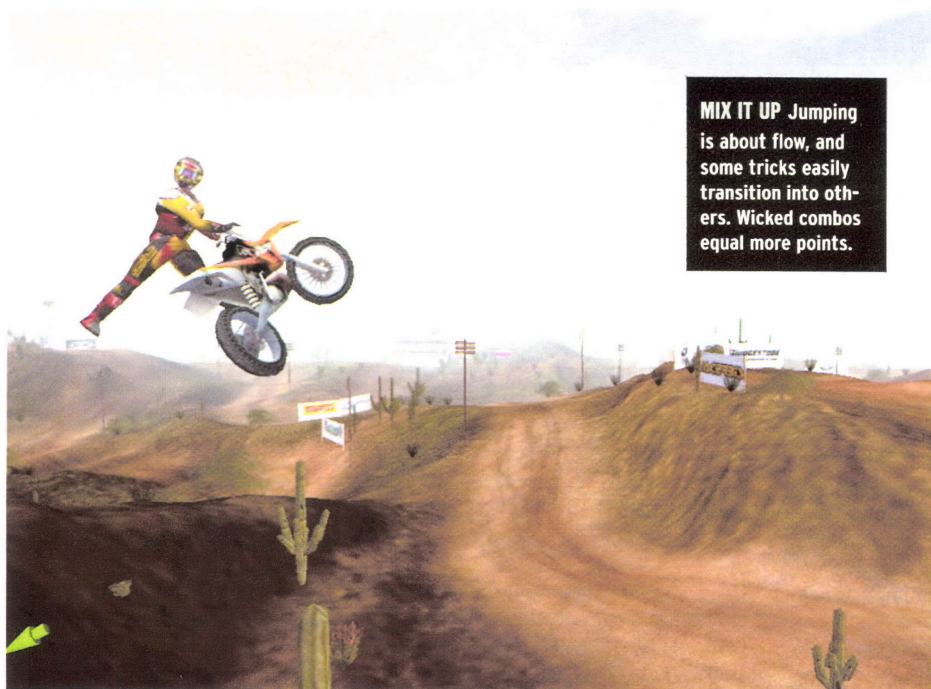


**SICK NAC-NAC** Riders earn points by pulling tricks like this Nac-Nac.



**AY, CARAMBA!** What's amazing is that guys bust stunts like this Cordova in real life.





**MIX IT UP** Jumping is about flow, and some tricks easily transition into others. Wicked combos equal more points.



**A CLASSIC** The granddaddy of all stunts, the Tabletop, is a great way to clear lips.

balance between total realism and total arcade."

### From Start to Finish

The pinnacle of the single-player experience is a new event type called Pro Circuit. Here, riders start out as amateurs with a weak bike and not much cash. This is the game's single-player career mode, and your career begins in the Baja races. The better players perform,


and if they can keep both themselves and their bikes in good working order, they'll move on to the Enduros, then the Nationals, and finally the Supercross, where they'll be able to go for the world single-player championship.

Technologically, the game is based on the same engine as the original *Motocross Madness*. However the engine has undergone an overhaul. "The game engine that

**This is the game's single-player career mode, and your career begins in the Baja races.**

we developed for the first *Motocross Madness* was pretty aggressive in the first place and our architecture was such that we haven't had a need to rewrite much of that code," says Rinard. So the current technology represents a natural evolution from the engine that was used in the first game.

Seeing that multiplayer will be a huge part of what the *Motocross Madness 2* experience is all about, gamers won't have to use the Zone to play against other riders. Up to eight people can play at once, and the game supports modem, null modem, IPX, and TCP-IP protocols for home or office networks.

When *Motocross Madness 2* hits the MSN Gaming Zone this spring, expect a cavalcade of racers to battle for those coveted numberplates. Look for me at the gate. I'll be the guy wearing number one. 

## CHECKPOINT: MAKE SURE YOUR HEALTH INSURANCE IS UP TO DATE, MOM & DAD

### How It Starts: A Parental Advisory

The last thing any mother wants her son to do for a living is race motorcycles. Watch for these signs to know if your little boy or girl is on his or her way to becoming a pro motorcycle racer. If your child shows signs of three or more of these traits, get ready for some interesting days ahead.



PAUL DANCE/TONY STONE IMAGES

#### Does the ankle-biter like to go fast? Really fast?

If you live on a hill and your child will ride anything—tricycles, bicycles, skateboards—down the hill at breakneck speeds, look out.



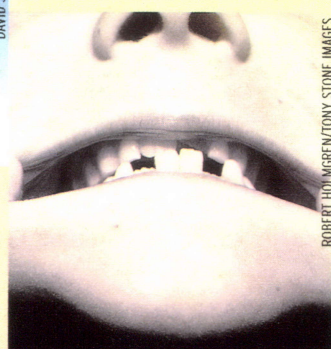
NICK DODDING/TONY STONE IMAGES



DAVID STEWART/TONY STONE IMAGES

#### Does the kid display his or her wounds with pride?

This is a surefire sign that you've got a racer. If your pookie-bear thinks of road rash as beauty marks and casts as temporary trophies, expect the inevitable.



ROBERT HOLMGREN/TONY STONE IMAGES

#### Does he like to get hurt?

If your child has an aptitude for breaking bones and seems to display an unnatural ability to tolerate pain, be afraid. Remember that kids that don't mind getting hurt, get hurt—a lot!

#### Does mommy's little angel like to jump off of things?

Your kid is in a treehouse. You call him in for dinner and he A) uses the ladder or B) jumps down from 15 feet. If your kid chose B) plan to spend time in the ER.



# That's All, Volks

Infogrames Gives the Racing Genre a Huge Dose of *Fahrvergnügen* With **BUGGIN'**

PUBLISHER Infogrames ■ DEVELOPER Xpiral ■ GENRE Racing ■ PLAYERS 1-8 ■ RELEASE DATE Q1 2000

## INSIGHT

**Q.** Any relation to that old John Leguizamo show on Fox?

**A.** Uh, no. That was *House of Buggin'*.

**Q.** Whatever happened to *Herbie the Love Bug*?

**A.** The high-flying Beetle last appeared in a 1982 remake (the original was made back in 1969). In it, Herbie gets a new owner—*Evil Dead*'s Bruce Campbell of all people—and fights "Horace," the evil anti-Herbie car.

**Q.** So what does *Fahrvergnügen* mean anyway?

**A.** Loosely translated, it means "Enjoyment coming from driving." Those crazy Germans....

Choosing to use Volkswagens is a good start for a game. From the classic '60s Bugs to the '70s Buses to today's curvaceous Beetles, VW's have always been the life of the party on the highways.

By Gary Eng Walk

Racing games aren't just for gearheads and grease monkeys. Though there are plenty of ultra-realistic offerings out there, light-hearted versions—ones for gamers who don't place much importance on being able to drive realistic simulations of exotic sports cars or upgrade their auto's suspension—are barely represented on the PC. Infogrames hopes *Buggin'*, a spunky arcade-style racer, fills this glaring pothole.

All of these beloved cars are well represented here—and then some. In addition to old and new-style Beetles, there are also Kubelwagens, pickups, Type 181s (a.k.a. The Thing), and other vintage VWs that



**HANGTIME** A classic Beetle catches air with the help of a nitrous boost.

make appearances. As if these charismatic cars needed any more personality, each VW in *Buggin'* sports a preposterous paint job and monstrous modifications. Don't be shocked when you see a dainty Beetle outfitted with a muffler the size of a grenade launcher.

The actual races are just as outrageous. You can be racing down a pastoral road one moment, then suddenly find yourself zooming through a red-checkered, kaleidoscopic half-pipe. Tracks range from convention-



**JEEPERS** Is the Peace Machine related to *Scooby Doo's* Mystery Machine?

al, asphalt-lined raceways to wet and wild sandy beaches.

## Monster Truck Rallies!

Even though the game features just one brand of car, you'll get a lot of mileage out of it. There are five distinct events in which you can compete: Speed, Buggy, Cross, Jump, and Monster. In each category, you choose from a different set of cars customized for that event.

Speed event cars, for instance, are mostly Beetles and convertible roadsters, while in the Cross races, you drive open-cockpit dune buggies because you're driving in dirt and mud. The silliest competitions are the Jump and Monster events. In Jump, the trick is to navigate a series of turns and maximize your speed for a straightaway that leads to a huge ramp. Your goal is to engage your nitrous charge at just the right moment and launch your car over the greatest distance (think of it as an Olympic long jump for cars). The Monster event mimics a monster truck rally and features VWs with massive tires. Here, drivers have to compete against the clock and navigate a muddy arena of scrap-heap cars and pylons.

## Features and More Features

The game is very colorful, almost cartoonish, with twangy country music playing in the background. But despite its lighthearted themes, *Buggin'* isn't a featherweight in the features department. European developer Xpiral based the game on its Ambush engine. The result is speedy first-person action and an



**HOT-CROSSED FUN** A modified "Thing" powerslides in the Cross event. And you thought they were ugly in real life? Just wait until you see these monstrosities in the game!



unlimited drawing distance that's free of graphical pop-up. The visuals also feature changing weather conditions, impressive lighting effects (headlight beams piercing the night's darkness look particularly sharp), and day/night races.

*Buggin'* gives you the option to see a complete real-time replay of your performance after you've finished a race. *Buggin'* also is multi-player-enabled, offering two-player split-screen or LAN play for up to eight players. The AI is also impressive. Opposing computer-controlled drivers will try to knock you off the road once they sense you trying to pass them. *Buggin'* offers so much

and asks very little: though it can take advantage of 3D accelerated cards, it'll run almost as fluently on a Pentium 166 with 32MB.

Chances are gamers won't take *Buggin'* too seriously when it comes out. That would be a mistake, because *Buggin'* actually has a lot of depth and looks like one of the more refreshing racing games to come around in a while. Though stuffy racing enthusiasts cling to *Need for Speed* and *Test Drive* for their dose of high-performance racing, they'll still want to consider *Buggin'*. Even hard-core racers need a little *Fahrvergnügen* in their lives once in a while. **B**



**ROAD WARRIORS** There's no such thing as a dull car in *Buggin'*. Even this old-school Beetle gets some racing class with this NASCAR-worthy paint job.



**HI!** The new Beetle is looking sharp in the instant replay. Check out the hard-core spoiler mounted on the back—to keep it on the road, of course.

## HERBIE (THE LOVE BUG) LIVES!

### The Love Connection

Your Baby Left You? Need a New Place to Dwell? Go Down to the End of Disney Street to Love Bug Hotel



PHOTO COURTESY OF THE WALT DISNEY COMPANY

It's a bird! It's a plane! It's...Herbie the Love Bug?

If you're in the area of Florida's DisneyWorld, it's worth your time to check out Disney's recently-opened All-Star Movies Resort. Each structure in this cluster of temporary abodes has a classic Disney film theme.

While some guests may gravitate towards the *Fantasia* pools or the *101 Dalmatians* building, true Volkswagon fans will pony up \$74-\$104 to shack up in the Herbie the Love Bug area. All the Herbie huts have automobile and *Love Bug* themes: oversized tools and hearts adorn the buildings.

Most significantly, you'll be able to see the legend himself, Herbie, driving around the complex. Who were you were expecting, K.I.T.T. from *Knight Rider*?

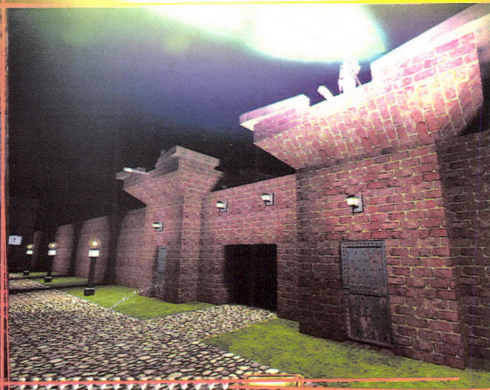
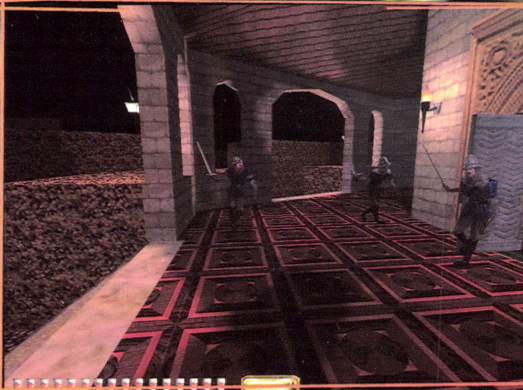


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# These Guns Are for Hire

VR-1 Looks to Up the Teamplay Ante With **HIRED GUNS**

PUBLISHER Psygnosis ■ DEVELOPER VR-1 ■ GENRE Action ■ PLAYERS 1-4 ■ RELEASE DATE Q1 2000

## INSIGHT

**Q.** If one of your fellow hired guns gets obnoxious or refuses to follow an order, can you cap 'em?

**A.** Alas, no you can't, as you must finish every mission with each member of your team still breathing.

**Q.** Will *Hired Guns* take advantage of *Unreal Tournament's* improvements to the *Unreal engine's* multiplayer code?

**A.** Switching to the new *Unreal Tournament* code would have forced the team to rewrite half the game, and its release would have been delayed another year. So the answer, once again, is no.

Most developers creating games with the *Unreal* engine bask in more than their fair share of pre-release hype. VR-1, meanwhile, sits in the shadows—quietly creating a little *Unreal* game of its own called *Hired Guns*.

By Steve Klett

There are many reasons why you may not of heard of *Hired Guns* yet, even though it's a first-person shooter based on one of the hottest game engines around—the *Unreal* engine. It's being developed by VR-1 out of Boulder, CO, which is not exactly the first-person game-development center of the world (that would be Dallas, TX). *Hired Guns* is the brainchild of the former Devil's Thumb Entertainment, which was assimilated by VR-1 earlier this year. And it was supposed to ship last year.

However, *Hired Gun's* development continues relatively unscathed from the changes happen-



**FOUR-WAY** Three windows along the bottom of the screen let you see your team.

ing around it, and the game still has a major card to play that you will want to hear about. That card is its focus on team-oriented gameplay and strategic thinking over frenetic firefights (though there are plenty of those too).

## Mercenaries Wanted

It's the 21st century and three corporations have established off-world colonies throughout the solar system. Initially, life on these colonies was benevolent and



**NICE TRY** Enemies will attempt to take cover, when appropriate.

prosperous, but you know that couldn't last. Greed and jealousy between the three corporations lead to war. Colonists form their own militias intent on performing technological espionage on the corporations, which turn to mercenaries to deal with this new threat.

You play as Kircher—the leader of a team of four of the most ruthless guns for hire in the entire solar system. Sadistic and without scruples of any sort, your team embarks on a series of suicidal







**STEP INTO THE LIGHT** The *Unreal* engine means lots of colored lighting effects in *Hired Guns*. Pretty pretty, if you ask me.

missions to sabotage your client's competitors. However, before it's all over you'll need to play all sides of this twisted concerto to emerge with your head still attached to your shoulders.

### Claim to Fame

You get to play as all four members of this team of outcasts—and each has a special ability you'll need to take advantage of. Kircher, for instance, can heal himself—the benefits of which should be obvious. Myriel can contort her body to fit in tight areas, and she's got a talent for hacking. Osverger is the strongest member of the group, so turn to him when brute-force is required. Then there's Rorian, the only member of the team with night vision. You see all four merc's points of view on-screen at the same time, and you can control any

one of them with the press of a button.

To solve many of the game's puzzles you'll need to coordinate the efforts of multiple teammates simultaneously. "We want to force players to have to think strategically and to play with a team focus," says David McCloskey, executive producer. "You're not going to be able to blast through the game by yourself—you need to use all the members of the team to win."

McCloskey then went on to show this with an in-game puzzle that requires a team member to be strategically placed where they can suppress the fire of two snipers, enabling the rest of the team to cross a wide open area. *Hired Guns* will require you to use your teammates throughout the entire game, and if one of them dies, it's game over. You can order each merc to do

things like snipe, attack everything in sight, or hold their fire. And you can set the team into formations and issue a rally cry when in extreme distress.

### The Hurdles

Time will tell if *Hired Guns*' artificial intelligence (AI)—the key factor in a game like this—will be good enough to make controlling your four teammates more fun than frustration. However, it's clear VR-1 is trying hard—the AI code has been rewritten four times. The AI may also make or break *Hired Gun's* ability to overcome its lack of support for multiplayer games over the Internet. VR-1 was not able to upgrade the game to the code used in *Unreal Tournament* (this move would have delayed the game another year), so Internet games were just not feasible. Four-player cooperative play over a LAN is, of course, supported. In addition, while very pretty six months ago, *Hired Guns* is showing its age in the looks department.

However, as games like *Half-Life Opposing Force* are showing now, it's the gameplay that really matters. If *Hired Guns* can pull off its ambitious team concept, it could be one of the surprise hits of the first-half of the year. **B**



**MONSTER MASH** The grenade launchers perfect for clearing a room. Anyone for monster gravy?

## IN THE "YOU'LL WIN BUT IT'LL COST YOU" DEPARTMENT

# Hired Gun Dream Team

When you need something done right and you need it done now, don't trust just any old schmoe. You need the best of the best. Well here they are, folks.

### Johnnie Cochran



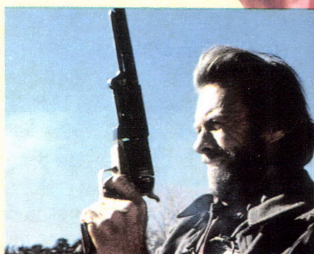
If he can get O.J. off the hook he can damn sure win your traffic suit.

### Schwarzenegger

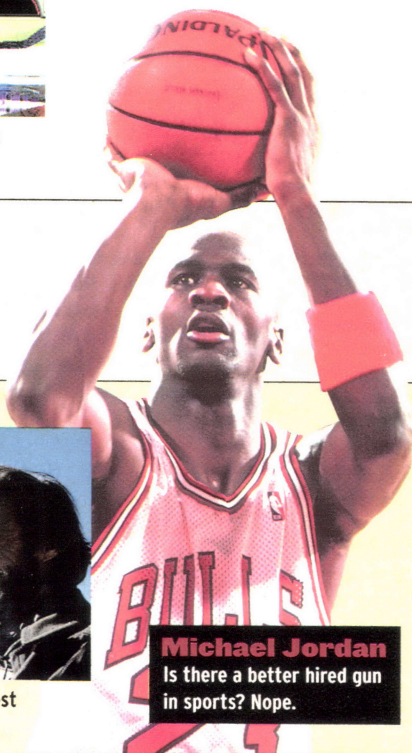


The best terminator for the money. That's what he does. That's *all* he does.

### Clint Eastwood



The coolest gun for hire west of the Pecos.



**Michael Jordan**  
Is there a better hired gun in sports? Nope.

SHOOTING STAR (3). MICHAEL JORDAN PHOTO COURTESY OF ALLSPORT



**CAN YOU SAY BAD TIMING?**

It seems our hero's run out of ammo. This is not a good time to have to reload a weapon.

# Meet John Woo's Love Child

**HITMAN** is an Action-packed Thriller With Enough Violence to Blast Washington to the Moon

■ PUBLISHER Eidos Interactive ■ DEVELOPER IO Interactive ■ GENRE Action/Adventure ■ PLAYERS 1 ■ RELEASE DATE Q2 2000

## INSIGHT

**Q. Will *Hitman* sport a multiplayer mode?**

**A.** No such luck. Susan. With *Hitman*'s single-player mode though, Eidos is hoping you won't miss it.

**Q. What's the lead character's story?**

**A.** Yeah, right, like we're gonna tell you. Play the game and figure it for yourself, you lazy bastage.

We've all seen the movies; *The Professional*, *Ronin*, *La Femme Nikita*, *The Replacement Killers*, all with lead characters with no names but do have one thing in common, their ruthless ability to kill for money.

By William O'Neal

Enter Danish developer IO Interactive with its self-described "thinker-shooter," *Hitman*. Set to ship this April, *Hitman* promises a robust storyline and a smoking new engine. According to Eidos Associate Producer Eric Adams, players of the game will learn that, "20 percent of each mission is how do you



**PREPARE TO DIE** This poor fella guarding the door is about to meet his maker.

get in to make the hit and 80 percent of each mission is how do you get out with your life."

IO Interactive realizes that gamers want to do more than what



**JUNGLE JIM** *Hitman*'s main character doesn't mind getting his boots dirty.

your run-of-the-mill push the button, unlock the door, and kill all of the bad guys shooter has to offer. In *Hitman* gamers will participate in what is more like a John Woo-style





**ONE SHOT ONE KILL** In sniper mode it's important to kill your targets with the first shot.

action flick than your typical third-person perspective shoot-em-up. According to Executive Producer Jonas Eneroth, "[Hitman] breaks down into five separate chapters, and each chapter has a number of different missions."

Sticking with the action-movie theme, *Hitman* promises a fairly interesting storyline as well. "As you play the game, you start to find out that there's a thread running through the various chapters and a connection between the targets

**20 percent of each mission is "how do I get in to make the hit" and 80 percent of each mission is "how do I get out alive?"**

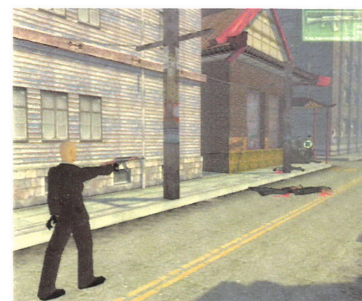
you're assigned. A good player will spot the back-story and will be able to unlock a final level in the game, which will reveal the whole story to you," says Eneroth. And from what we've been told about the back-story it sounds damn interesting. While Eidos has sworn us to secrecy, we can tell you that it involves discovering exactly who the main character is, where he's from, and where he's headed.

Technologically, *Hitman* is based on a new engine called Glacier, which was designed by IO Interactive. Glacier's technology looks to give the game even more movie-type effects, such as flowing clothes, plants that move when your character brushes up against them, and characters who are dynamically able to navigate an ever-changing world.

While *Hitman* looks realistic, its gameplay is more forgiving than that of action simulation games like *SWAT 3* and *Rogue Spear*. According to Eneroth, "We can't do a simple one-shot/one-kill realistic damage model on the main character." What IO Interactive has done instead is create an adrenaline-based system where the main character can

store up and use action points. For instance, if the player walks into a room and wants to kill someone, he'll pull out his gun and fire away. However, Eneroth says that, "If someone sneaks up behind him, he'll get a free action, where he'll pull out a second gun and do that classic two-gun 'bang! bang!' bit—he'll do the second shot automatically." This is IO Interactive's method of getting gamers out of what would otherwise be a death situation.

While *Hitman* won't sport any multiplayer capabilities, its story mode should be enough to keep lovers of John Woo-style action flicks fumbling around for their virtual Glocks. **D**

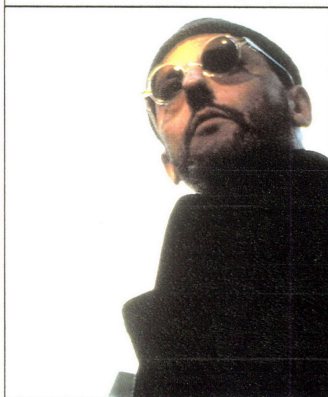


**SIT DOWN, FOOL!** Watch as our hero wets these hapless losers.

## LOST CHILDHOOD DRAMA AT THE HITMAN HOUSEHOLD

### Mama, Where My Daddy At?

Hitmother to Hitson: Son, you're an amalgam of many people. Here's the short list of people who's genetic stuff served as the germ of the idea that led to your creation. If you find him in your many travels, kick his ass fo' me.



**Jean Reno**

**Movie:** *The Professional*

We first saw Jean Reno in *La Femme Nikita*, where he played a character named The Cleaner. Ruthless when it comes to killing, in *The Professional* he displayed an even more vicious nature as he killed dozens and dozens of people, including ultra-badass Gary Oldman.



**Anne Parillaud**

**Movie:** *Le Femme Nikita*

The definitive femme fatale, Hollywood did the world a disservice by casting Bridgette Fonda in the American version of the film. Anne Parillaud had what the French call a certain "I don't know what" as the wiggled-out, 9mm-wielding junkie-turned-hit-woman.



**Robert De Niro**

**Movie:** *Ronin*

It's impossible to deny Bob's penchant for playing bad asses. And his role in 1998's *Ronin* earned him a slot in this list of hired killers. Still, we're kind of partial to his demented Juliett Lewis jail-bait-loving Max Cady character in *Cape Fear*.



**Chow Yun-Fat**

**Movie:** *The Replacement Killers*

Okay, so *The Replacement Killers* wasn't Chow Yun-Fat's best role. Anyway, our buddy Chow was at least cooler here than playing as a sappy Chinese emperor opposite a weepy Jodie Foster. The world is indeed over, it seems.

SHOOTING STAR (4)



# Adventuring for Gold

Reviving the Myth of the *Gold Boxes* With **POOL OF RADIANCE 2**

■ PUBLISHER Mindscape ■ DEVELOPER Stormfront ■ GENRE RPG ■ PLAYERS 1-4 ■ RELEASE DATE Q4 2000

## INSIGHT

**Q. Is this another *Baldur's Gate*?**

**A.** Nope. This game will use third edition AD&D rules as well as 3D characters rather than sprites.

**Q. Are we limited to wimpy ninth level characters?**

**A.** Characters will have a powerful 16th-level limit.

**Q. Will the multiplayer be the same as single player?**

**A.** Not at all. The multiplayer game will be very different.

Long, long ago, before *EverQuest* and *Ultima Online* hopelessly addicted thousands of gamers, SSI reigned supreme over the RPG realm with its *Gold Box* series. Now SSI hopes to regain its lost glories with *Pool of Radiance 2: Ruins of Myth Drannor*.

By Di Luo

**P**lanned for release in conjunction with the third edition *Advanced Dungeons & Dragons* rules in late 2000, *Pool of Radiance 2* will feature changes in the game system and promises more character classes and better character development than games based on the second edition rules.

Though it is similar to the highly successful *Baldur's Gate* at first glance, *Pool of Radiance 2* will add more than a few innovations to one-up the quality of play offered by its rival. Combat, for example, will be adjusted to avoid the "constant pause" syndrome of *Baldur's Gate* through the use of scalable time, which allows gamers to speed up or slow down gameplay to fit their tastes.

With the inclusion of an 800x600 mode, day/night cycles that affect gameplay, and full environmental effects, the game will also be improved in terms of appearance. While backgrounds are still in 2D, characters will be rendered in 3D, allowing them more fluid move-

ment. Objects cease to be simply pretty decorations and will be much more advanced than simple barrels and corpses to loot.

Rendered in 3D, these objects may be essential parts of puzzles and allow for much more interaction. It will be possible for a character to jump on a table to gain a height advantage in combat or block a doorway from a horde of charging zombies with a slab of stone.

With a multiplayer mode that promises unique dungeons and quests and a possible matchmaking service like *Diablo's* Battlenet, *Pool of Radiance 2* may prove to be a valid challenge to the current lords of the RPG and break their hold on gamers' minds and wallets. **i**

**HERE'S THE WINDUP, AND THE PITCH...**  
This mage has some kind of heater, boy. Call the Yankees!





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## THE MAJESTY DEMO RULES! .. AND SO CAN YOU!!

Download the majestic "MAJESTY" demo and you'll automatically be entered in the 'King for a Day' competition.

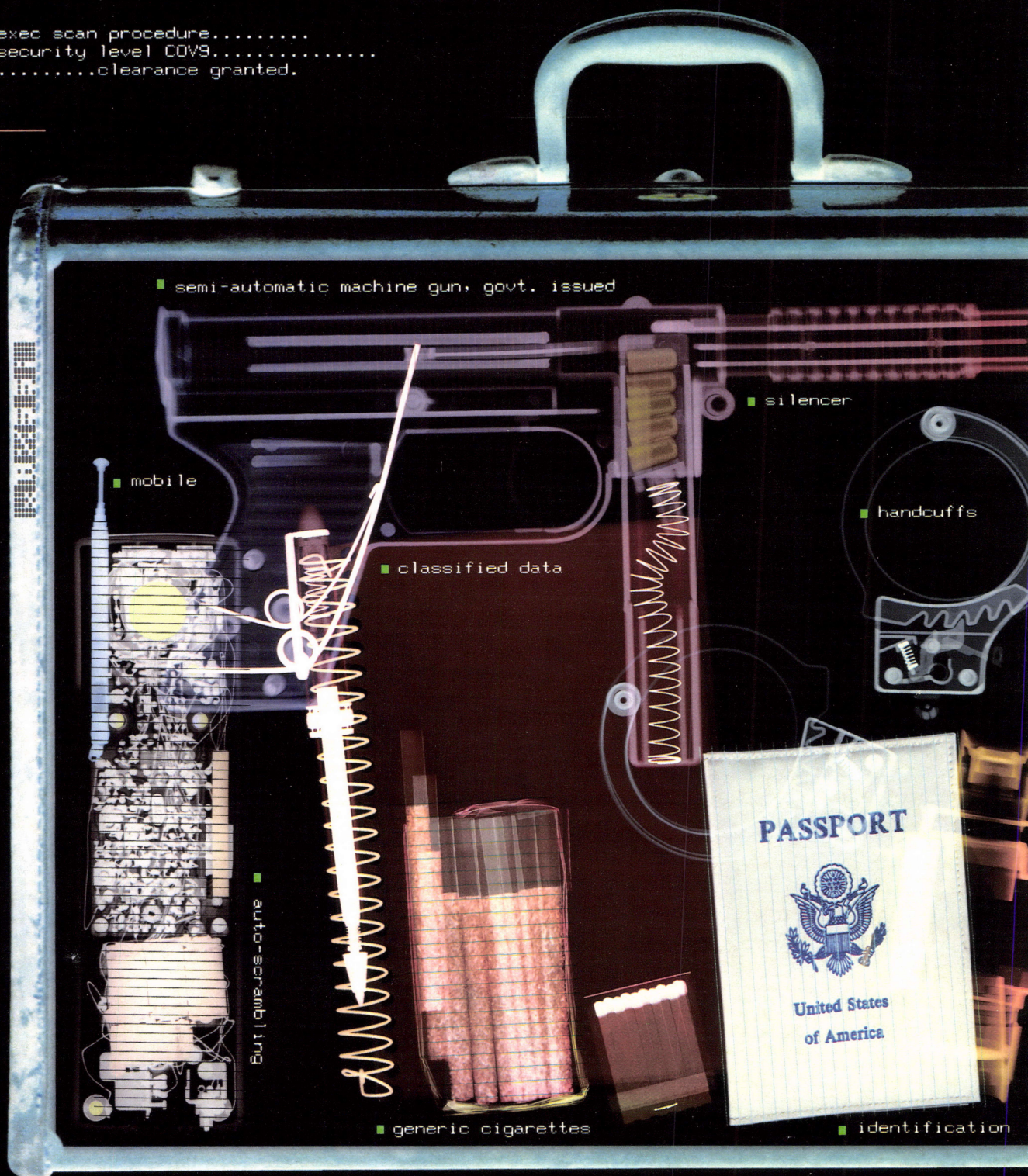
Win a trip to tour authentic medieval castles in England.



12345678901234567890

# SOMETIMES NEGOTIATING REQUIRES MORE THAN A HANDSHAKE.

■ exec scan procedure.....  
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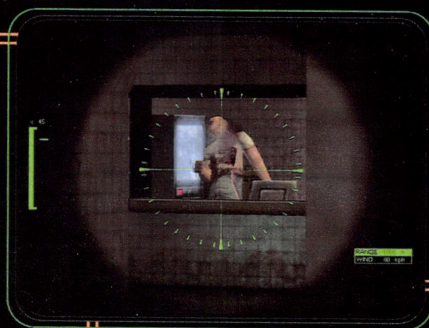
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■ Saddam's Baghdad Palace

■ Sniper View in Kosovo



■ Thirty real-to-life missions spanning five continents plus innovative multi-player modes.

■ 3-D accelerated Quake II engine upgraded with GHOUl rendering system for unprecedented detail and faster gameplay.

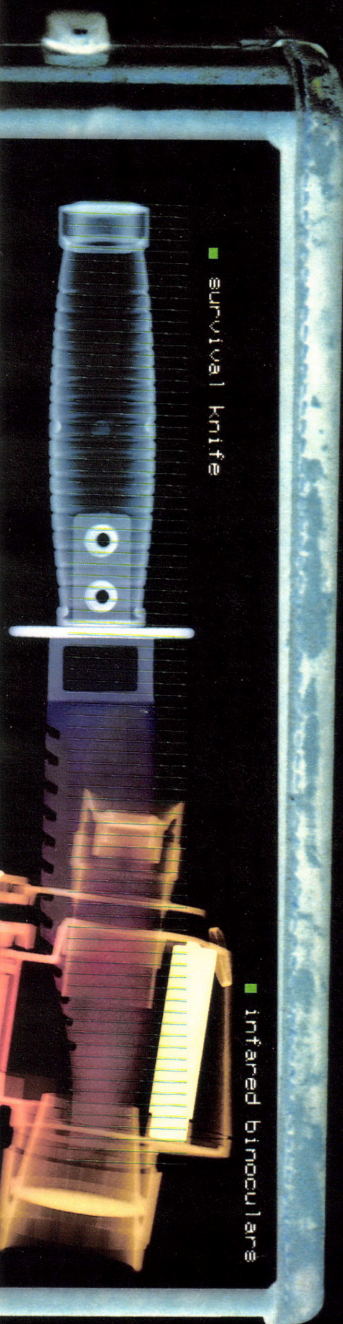
■ Immersive storyline written in collaboration with Counterparts author Gonzalo Lira plunges you into the secret and deadly world of a modern-day mercenary.



■ Siberian Military Base



■ New York Subway



■ survival knife

■ infrared binoculars

# SOLDIER OF FORTUNE

PACK YOUR BAGS.  
YOUR COUNTRY IS CALLING.

Four nukes have been stolen from a Russian stockpile and it's up to you to do the U.S. government's dirty work. Your mission: travel to the world's most dangerous political hotspots tracking down the warheads as they exchange hands with terrorists, skinheads, and countless militants. With sniper rifle in hand and white phosphorous grenades at your side, you realize that good aim and ammo will only get you so far. This is a battle of intelligence where strategy is the only plan of attack and the hunt is just as tricky as the kill. Tearing past enemy lines, you zero in only to find one nuke. Something is amiss. Someone has escaped you. So much for an open and shut case.

- E3 ACTION GAME OF SHOW - ALL GAMES NETWORK
- E3 BEST OF SHOW - THRESH'S FIRING SQUAD



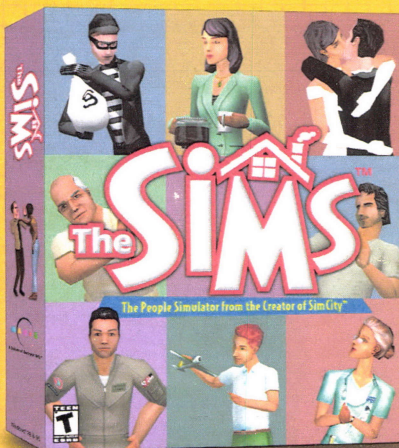
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It's the ultimate test of your people skills as you create an entire neighborhood of simulated residents and run — or ruin — their lives. Design hundreds of Sims with their own unique personalities, selecting everything from the look of their faces to the clothes on their backs. Then build them anything from an estate to an eyesore. Let them live life in the fast lane or



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Environmental  
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# ...or raze a family!



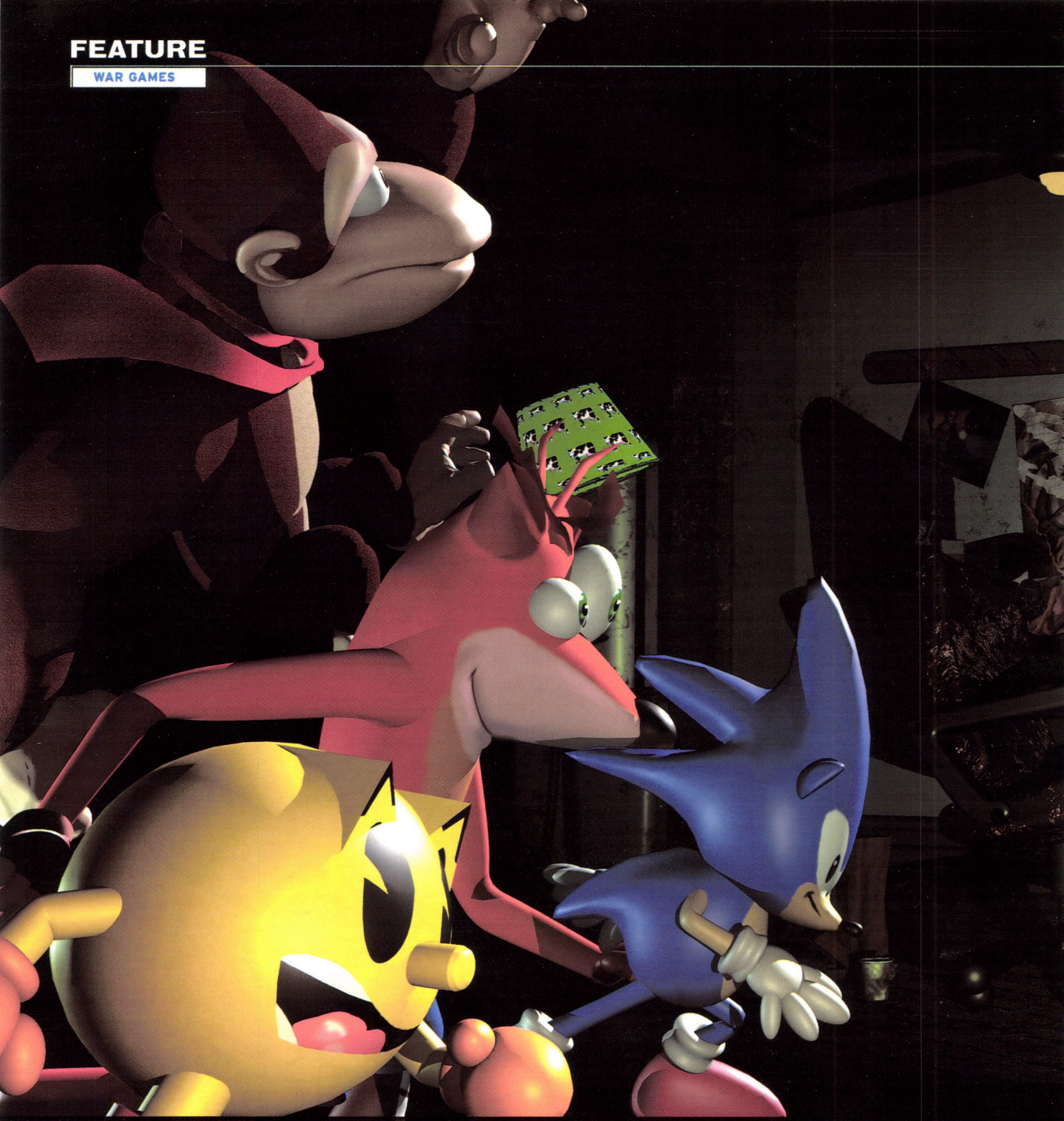
pursue a life of crime. Watch them party like swinging singles or make them get married and raise a family. Help your Sims find success — or watch them self-destruct. Whether they end up prosperous or pathetic is up to you. Once you're introduced to The Sims your world will never be the same.

# The Sims™

**Meet The Sims at [www.TheSims.com](http://www.TheSims.com)**

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# War Games

Can PCs **Survive the Onslaught** of the New Super Consoles?



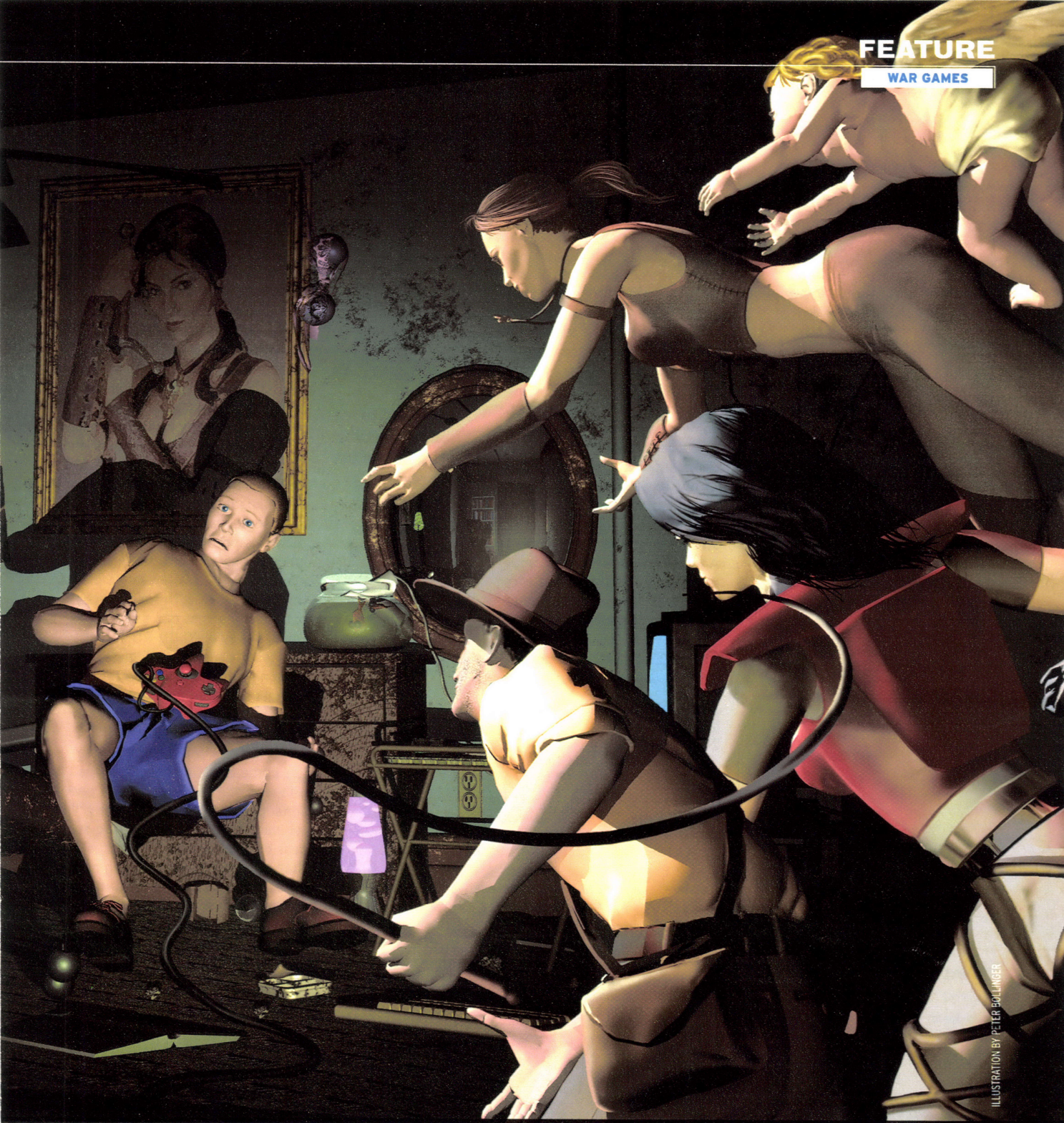


ILLUSTRATION BY PETER BOLLINGER

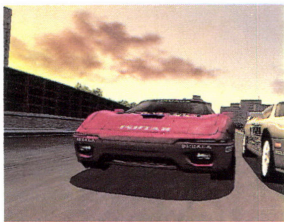
By Gary Eng Walk

**J**anuary 1, 2000, has come and gone without much in the way of cataclysmic events, but for PC gamers, the Apocalypse may still be on the way. The Four Horsemen in this doomsday scenario: Sega's **DREAMCAST**, Sony's **PLAYSTATION2**, Nintendo's **DOLPHIN**, and Microsoft's heavily-rumored **X-Box**. Each one of them has or is reported to have **PC-LIKE FEATURES** that could make playing games on your computer obsolete. In the ongoing battle for supremacy between PCs and the consoles, it's easy to argue that the PC is looking more and more like the underdog.



# FEATURE

## WAR GAMES



**GRAN VISION** *Gran Turismo 2000* is PS2's killer ap.



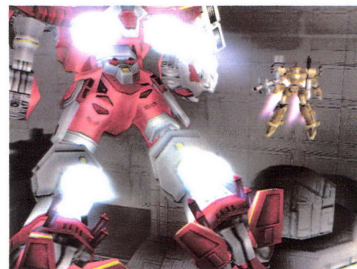
**BRAWL GAMES** If you're into fighting games, you'll want *Tekken* Tag.

## PLAYSTATION2 SPECS

CPU	128 Bit "Emotion Engine"
Clock Rate	294.912MHz
Main Memory	Direct RDRAM
Memory Size	32MB
Graphics:	"Graphics Synthesizer"
Clock Frequency	147.456MHz
Embedded Cache	VRAM 4MB
Sound	SPU2
Number of Voices	48ch plus software
Sound Memory	2MB
IOP	I/O Processor
CPU Core	PlayStation CPU+
Clock Frequency	33.8688MHz or or 36.864MHz (Selectable)
IOP Memory	2MB
Disc Device	CD-ROM and DVD-ROM
Device Speed	CD-ROM 24 times speed
DVD-ROM	4 times speed
Price:	\$300-\$400 (est.)

**WAIT A MINUTE, YOU SAY?** PCs are faster and cheaper than ever, more than a match for anything a console can offer? You're right—for the time being. While PCs aren't in any danger of becoming extinct, their role as a gaming platform is in a perilous situation like never before. PC gamers have always been able to take comfort in knowing that their hardware wields more raw power than the consoles du jour. After Sony releases the PlayStation2 this fall, however, it's no longer a sure thing that PCs will come up on top in the next bout.

Without a doubt, if you're a PC game supremacist, Public Enemy #1 has to be Sony. The technical specifications for PS2 (see chart) are more than adequate enough to strike fear in any Pentium owner. And at November's Fall Comdex show in Las Vegas, Kazuo Hirai, Sony Computer Entertainment America's president and COO, not-so-subtly put the PC on notice. Recognizing that we're no longer living in the age of standalone de-



**HEAVY METALS** Will *Armored Core* on the PS2 be better than any PC mech game?



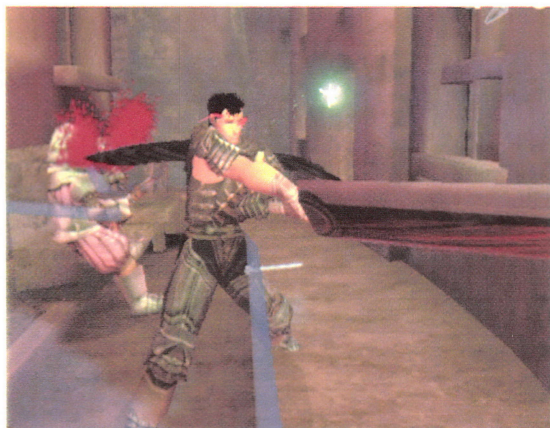
**"(nVidia's) next-generation graphics technology will go well beyond the quality and performance of the PS2 when it arrives in the U.S."**

vices, Hirai emphasized that the PlayStation2 will very much be a networked machine. "PCs today are confined today and for the most part in the future to a telephone based narrow-band network," he observed. At the time, he was talking primarily about digital delivery of entertainment content such as games over a fat pipe into the home, but Sony has also made it perfectly clear that multiplayer gaming is something that will happen on the PlayStation2 sooner rather than later. When that happens, Sega's tardy multiplayer features for its Dreamcast should also be up and running, and the PC will lose its single greatest advantage over consoles. Uh-oh.

In some ways PC gaming is already losing the battle with the existing consoles. First, there's the identity issue. If you want to play a Nintendo 64 title, there's exactly one machine that can do it. If you want to play a PC CD-ROM, your choices are legion. This diversity is a boon in the context of offering options to consumers but a severe handicap in the context of attaching a face to a concept like PC gaming. The closest any company has come to giving the populous universe of PCs a marketable personality is Intel, with its catchy "Intel Inside" jingles. The roaring success of Apple's iMac showed us that personal computers can have personalities. Why more PC manufacturers haven't moved beyond a putty-colored tower design is a mystery. The faceless nature of PC gaming has certainly hurt: PCs







**BERSERK RAGE** The PC isn't the only gaming platform with gore. Dreamcast's *Berserk* offers some convincing evidence.

can't touch the social cache that consoles have—PlayStations, not Dell PCs, appeared on *Friends* and *Third Rock From the Sun*.

Now for the good news: PCs are far from becoming also-rans in the interactive gaming industry. "A 733MHz Coppermine chip combined with a graphics card like an nVidia GeForce is an awesome game machine," reminds Intel's George Alfs. Fans of processor-taxing games like *Quake III: Arena* are just beginning to reap the rewards of Intel's new Coppermine chips and AMD's speedy 750MHz Athlon chips. And it only gets better later on in the year: Intel's next-generation chip, code-named Willamette, is on the way, and according to Alfs, its clock speed will crack the gigahertz barrier.

Graphics cards—which jump a generation every six months or so—will also continue to improve at a rapid pace. And keep in mind that we're still several months away from a PlayStation2



**Consoles are beginning to take on PC characteristics. Sega's Dreamcast makes use of a modified version of Windows CE.**

release. "By then," says 3dfx founder Scott Sellers, "we will not only have shipped millions of Voodoo4 and Voodoo5 boards, but we will also be right on the verge of shipping our next generation technology." Sellers contends that his company's Voodoo5 card will be more than a match for the super consoles. "Voodoo5 offers substantial feature and performance advantages over PlayStation2." The card's "T-Buffer" technology, which stores multiple frames of rendered graphics before they appear on the monitor, will also smooth out the ugly jaggies with full-scene anti-aliasing—something that Sellers says Sony can't match, despite their claims. "PS2 claims to support anti-aliasing, but they have never demoed the capability in action," he says, "we believe this is because there is such a performance degradation associated with full-scene anti-aliasing that PS2 will probably not be able to perform the function fast enough for real-time gaming."

The new consoles don't scare nVidia's Mike Hara either. "The GeForce 256 GPU is already close to the graphics horsepower in the PlayStation2," he observes, "our next generation graphics technology will go well beyond the quality and performance of the PS2 when it arrives in the U.S." When contacted, Sony refused to comment on how their new console will match up against state-of-the-art PCs, but if Sony CEO Nobuyuki Idei's remarks at Comdex were any indication, the company isn't worried: "(PlayStation2) should be more than a game machine, more than consumer product, and more than a personal computer."

On the software side, the prognosis for PC games is just as excellent. "Even assuming that the super consoles deliver on all of their promises, I still think that the PC will be a viable gaming plat-



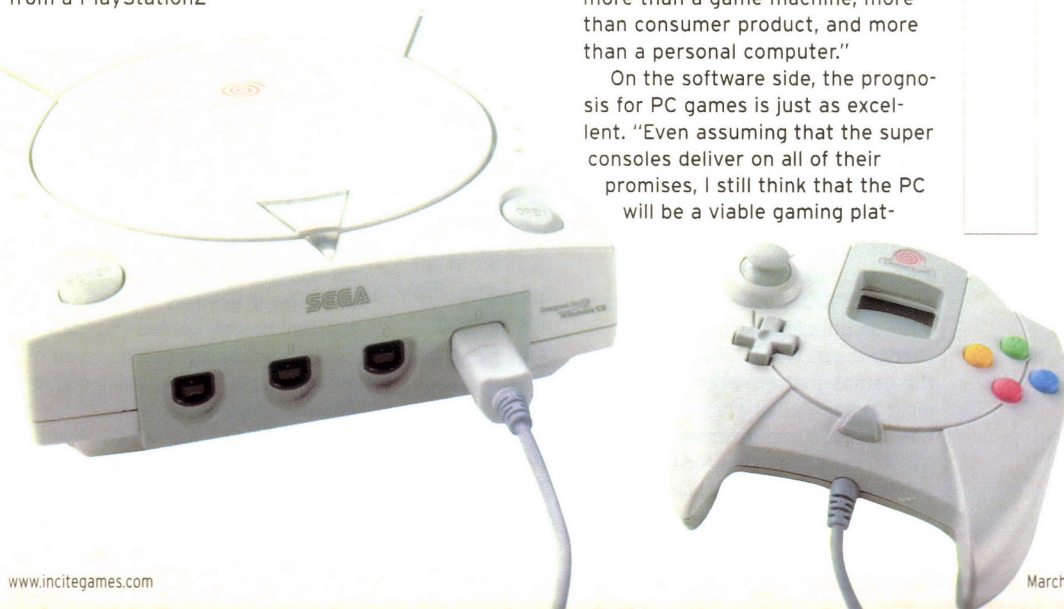
**EVIL DEAD** *Resident Evil: Code Veronica* will be huge for Sega.



**ON TARGET** *Maken X* on the Dreamcast looks like a winner.

## DREAMCAST SPECS

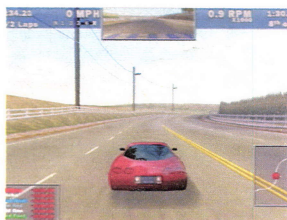
CPU:	128 bit Hitachi SH-4
Clock Rate:	200MHz
Memory:	16MB main RAM, 8MB video RAM, 2MB sound RAM
Graphics:	NEC PowerVR Second Generation 3 million polygons/ second peak rendering rate Perspective-Correct Texture Mapping Point, Bilinear, Trilinear, and Anisotropic Mip-map filtering Gouraud shading Z-buffer Colored light sourcing Full scene anti-aliasing Hardware-based Fog Bump mapping 16.77 million colors Hardware-based texture compression Shadow and Light volumes Super sampling
Sound:	Yamaha Sound Core RISC CPU DSP for real-time effects 64 sound channels Full 3D sound support Hardware-based audio compression
Storage Media:	CD-ROM 1GB data storage 12x speed Constant Angular Velocity drive
Price:	\$199





## FEATURE

### WAR GAMES



**GRAN TURISMO THIS!** Need for Speed is a thrill with a 3dfx card.



**TOP GUN** Full-scene anti-aliasing provides extremely sharp visuals.

### PC 3D CARD SPECS

#### Creative Labs Annihilator Pro AGP

One nVidia GeForce 256 processor  
Hardware transformation and lighting  
Real-Time Full-Scene Anti-Aliasing  
Four 32-bit 3D rendering pipelines  
32MB Double Data Rate memory  
4.8GB/sec graphics memory bandwidth  
Fill rate of 480 megapixels per second  
15 million triangles per second  
Price: **\$299**

#### 3dfx Voodoo5 5000 PCI

Dual 3dfx VSA-100 processors  
Real-Time Full-Scene Anti-Aliasing  
T-Buffer(tm) Digital Cinematic Effects  
32MB dual chip SLI  
4 pixel per clock rendering  
667-733 Megapixels/sec  
Price: **\$229**

#### 3dfx Voodoo5 5500 AGP

Dual 3dfx VSA-100 processors  
Real-Time Full-Scene Anti-Aliasing  
T-Buffer(tm) Digital Cinematic Effects  
64 MB SLI  
4 pixels per clock rendered  
667-733 Megapixels/sec  
Price: **\$299**

#### 3dfx Voodoo5 6000 AGP

Four 3dfx VSA-100 processors  
Real-Time Full-Scene Anti-Aliasing  
T-Buffer(tm) Digital Cinematic Effects  
128MB SLI  
8 pixels per clock rendered  
1.33 - 1.47 Gigapixels/sec  
Price: **\$599**



**EXPERIENCE THE DIFFERENCE** This graphics demo, from an upcoming game called *The Experience*, shows how 3D cards like nVidia's GeForce can hold their own against any console.

form," comments Activision producer Matt Candler (*Dark Reign 2*, *Battlezone II*). "The PC enjoys dominance in several areas that haven't been really touched by the consoles. Strategy, massively multiplayer, and first-person shooters all rule the PC, and I think that this will continue until someone proves that these games can be made on the console."

Despite the shadow of PlayStation2 looming, 2000 is going to be one of the strongest years yet for PC games thanks to some meager competition. Games on the PlayStation and Nintendo 64—both of which have maxed out the capabilities of their hardware—are beginning to look dated. Sega, meanwhile, has a flashy new console to run its games, but killer apps are still few and far between as developers try to get the hang of programming on the Dreamcast. PC software, however, will be in the zone in 2000. Cutting-edge games such as Bungie's *Halo*, Blizzard's *Diablo II*, and Maxis' *The Sims* are the games that are stirring up the most buzz—and all are PC-only titles. "From a technical perspective, the PC continues to offer the richest set of computing resources for games and game development"

adds Hara, "consoles will always lag behind PCs."

Maybe so, but in a few years, Hara and the rest of us might not be able to tell the two sides apart anymore. PCs are becoming more console-like and consoles are becoming more PC like. All-in-one PCs are becoming increasingly popular, thanks to the iMac and PC copycats such as Gateway's new Astro. Meanwhile, consoles are beginning to take on PC characteristics. Sega's Dreamcast makes use of a modified version of Windows CE, making DC ports of PC games that much easier. Then there's Microsoft's hotly-rumored X-Box which, among other things, reportedly plays PC CD-ROMs as easily as one plays console games: by throwing it into a machine and powering it up.

Regardless of their allegiance, all gaming junkies have to feel lucky. After all, they're ultimately the winners in the PC-Console War. Your options for experiencing interactive software have never been as numerous, and the technology behind the games has never been as advanced. If you're really a serious gamer, you'll own a PC and the new consoles, right? We say kick back and enjoy what's going on: let the computer and console manufacturers worry about bragging—not to mention fragging—rights.

**In 2000, cutting-edge games such as *Halo*, *Diablo II*, and *The Sims* are stirring up the most buzz—and all are PC-only titles.**





# PCs Rule!

You know where the *incite* PC Gaming editors stand in the PCs vs. Consoles debate: PC gaming wins, hands down. Don't take our word for it: here's a list of unabashed reasons why we think so. In the spirit of fairness, we asked our colleagues at *incite* Video Gaming to submit a rebuttal.

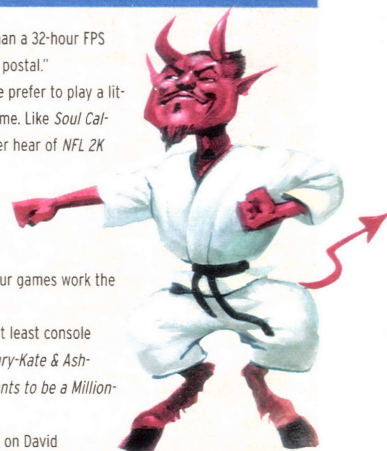
## TOP TEN REASONS WHY PCS ARE BETTER THAN CONSOLES

10. First-person shooters are simply amazing on the PC. Ever try playing versions of *Quake* or *Quake II* on a console? That's a \$40 travesty that would more likely make you go postal than any PC title.
9. Consoles are for people that want to play chimp games—jumping and smashing boxes. PC gamers are a little more sophisticated with RPGs, real-time strategy, and flight-sims.
8. You can work in a few PC games while at the office. The boss will definitely take notice of the TV and PlayStation setup, however.
7. Memory cards? We don't need no stinkin' memory cards.
6. PCs are a Pokémon game-free zone. Ditto with Mario, Spyro, and Crash What's-His-Name. All those annoying cutesy characters need not apply here, thanks.
5. PC games like *Omikron* make you think. Console games like *Wrestlemania 2000* make your fingers cramp up. To paraphrase The Rock: "Can you smell what the PC is cookin'?"
4. Even with the lowliest 3D graphics card, Lara Croft looks a lot hotter on the PC.
3. Have you tried surfing the net on a console? Oh, that's right, you can't. The Dreamcast will support surfing eventually, but if it is anything like the Saturn NetLink, we'll pass.
2. With a few simple upgrades, your PC can avoid obsolescence longer than any console.
1. Consoles' idea of multiplayer: plugging four controllers into the unit and squinting to see split-screen quadrants on the TV. PCs' idea of multiplayer: logging onto a server and engaging in a fragfest with dozens of other players from across the country.



## TOP TEN REASONS WHY CONSOLES ARE BETTER THAN PCS


10. A rousing game of *Mario Party* is less likely than a 32-hour FPS marathon to inspire homicidal lunatics to "go postal."
9. Flight sims? Who wants to play flight sims? We prefer to play a little something they call they call a fighting game. Like *Soul Calibur*? *Tekken*? Oh yeah, and sports games. Ever hear of *NFL 2K* and *NBA 2K*?
8. True, it's difficult, though not impossible, to play console games at work. But you can play your Game Boy on the can if you want.
7. Patches? We don't need no stinkin' patches. Our games work the first time, every time.
6. We may have to deal with cute mascots, but at least console gamers aren't subjected to such games as *Mary-Kate & Ashley's Dance Party of the Century*, and *Who Wants to be a Millionaire*. The PlayStation is a Regis-free zone.
5. Why would we want to play a character based on David Bowie? Unless we can make him run into walls and then hear a sample of Bowie saying, "Ugh! Ugh!" That could be amusing.
4. Point conceded. If virtual girls get your motor running.
3. Yes, you PC folks do have a much easier time downloading porn than us console gamers. We have to get it the old-fashioned way. Not for much longer though.
2. PCs avoid the obsolescence bugaboo? Via easy upgrades? Are you kidding? Easy if you've got a CS degree, maybe. So the 486 you paid \$2500 for in '94 isn't obsolete yet?
1. A console gamer's idea of multiplayer involves four or more good friends holed up in a comfortable living room with a case of brews and a pizza on the way. PC multiplayer involves sweaty adolescents with handles like AsSMaSTaR666, cowering alone in their dank, dark bedrooms bitching about bad ping times. The defense rests.











They say their software will help Sony sell more PlayStation games, but Sony wants nothing to do with them. The court battle heats up this June. It's all making **bleem!** feel...

# COINED IN

**BY WILLIAM O'NEAL**  
PHOTOGRAPHY BY RAJAT GHOSH

**I**t's being called a case of David versus Goliath, but that's not quite right. In this version, David isn't trying to fell Goliath. He's only trying to pick the giant's pockets. No, it's more like the parable about the mouse that scares the elephant. The mouse's name is "bleem." And the elephant is Sony Computer Entertainment America, guardian of the PlayStation, who's putting a lot of effort into squashing this mouse.

Look at it from Sony's perspective. Their PlayStation game console is the most successful in the world. They've

spent millions of dollars marketing it to make it the world's number one console system, and here comes a small software developer that creates bleem: a product which allows you to play PlayStation games on a PC.

Why does Sony want to get rid of bleem so badly? Is the reason as obvious as Sony wanting to defend their intellectual property from copyright infringement? Or does Sony fear the long-term effects a ruling in favor of bleem might have? Alternatively, how could bleem think it could get away with it? Didn't they know that Sony would

fight tooth-and-nail to put bleem out of business?

As of December, nearly 200,000 PC owners have bought copies of bleem. According to bleem, nearly 60 percent of the people who purchased their product already owned a PlayStation, possibly because the same games they already own look better running at the higher resolution of a PC—800x600 on a PC compared to 320x240 on a PlayStation plugged into a TV. Sony gets no royalties from bleem sales, so right away Sony is losing potential income.

Any company that spends



# FENCED IN

millions on a product and a brand is going to be highly protective of its property. Sony won't allow just any company to associate itself with PlayStation. Even after a game developer gets Sony's blessing to make a game, each title has to go through a rigorous approval process before it can be sold. Bleem made the effort to get Sony's official stamp of approval for their emulator, but Sony turned them down. Why? Possibly when Sony looked at bleem it didn't think it was up to their quality standard. More likely Sony saw an endless nightmare of quality assurance and technical support problems. Bleem admits that not every PlayStation game will run on their software, but many dissatisfied customers turn to Sony for technical support, which creates unwanted problems for Sony.

In the beginning, bleem had every intention of going through the proper channels. They initially went to Sony with their product seeking a deal. Sony already has numerous deals with third-party companies that make controllers for the PlayStation. These manufacturers pay Sony royalties from the sales of their products, and a deal with bleem seemed like a natural extension of that business. Sony didn't see it that way: they

turned down bleem and even told them they would sue if they ever tried to sell it. Bleem ignored these threats, and in April of 1999, it started to sell the software through the Web.

## It's Alive!

Randy Linden, bleem's Chief Technical Officer, is the mastermind who discovered a way to emulate a PlayStation on an Intel-based PC. What Linden had done was use a ProAction Replay—a device similar to InterAct's Game Shark that plugs into the parallel port of older PlayStations—to see enough of the BIOS code so he could see how it worked.

Linden always reasoned that Sony would be eager to benefit from his technology. After all, why wouldn't Sony want to join bleem in opening a whole new market for PlayStation games? It's no secret that Sony doesn't make their money off of PlayStation sales. The real profits are in game sales. So why wouldn't Sony be interested in selling more games to PC owners? Probably because they don't want people playing PlayStation games on their PCs.

## Sony Takes Action

In April 1999, Sony filed for a tempo-

## "WHY WOULDN'T SONY WANT TO JOIN BLEEM! IN OPENING A WHOLE NEW MARKET FOR PLAYSTATION GAMES?"

rary restraining order with the U.S. District Court in San Francisco. Sony's complaint was that Linden had to load at least a portion of PlayStation code into his computer's RAM to view the code on screen, and that loading software into RAM constitutes making a copy of it: a clear-cut act of copyright infringement. (During the legal proceedings, bleem continued to sell their product through their Web site.)

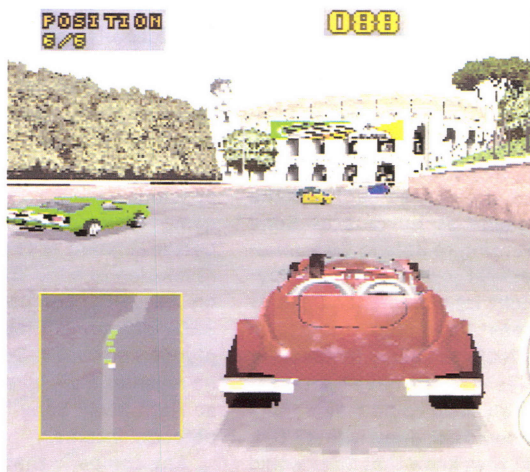
Judge Legge ruled that Sony's lawyers had

not sufficiently shown that any code was actually loaded into the RAM of Linden's computer when he viewed it and that none of the BIOS code was actually copied into the bleem program code. The restraining order was denied.

At the same time that bleem was fighting Sony, Sony was also mixing it up with Connectix over their Macintosh-based PlayStation emulator, the Virtual Game Station. While the cases appear similar, there is a big difference. Connectix's actually did what Sony had accused bleem of doing: the company copied PlayStation's BIOS into their software. Bleem, on the other hand, maintains that their soft-

## PSX TO PC >>

Your PlayStation games might look better on a PC...



...but it will come at a price.

Bleem! doesn't support every PlayStation game, and some of those games won't run very well on your PC running through bleem!. You might be saving \$70 by buying bleem!, but there's only one way to avoid any headaches—buy a PlayStation.





**THE BLEEM TEAM** (Clockwise from top) Scott Karol, Randy Linden, John Hangartner, David Herpolsheimer, Paul Chen.

ware contains no PlayStation code, only code based on it.

In this regard, the Virtual Game Station was more guilty than the bleem software. Judge Legge granted the preliminary injunction. Sony immediately sought a second restraining order against bleem, but that too was denied.

In May, the drama shifted to L.A.'s Electronic Entertainment Expo (E3). According to Bleem, they were showing their product to retailers using *Gran Turismo*, an internally developed and wholly licensed PlayStation game. After finding out, Sony asked bleem to stop. Bleem stood their ground and refused to bend to Sony's demands. Sony threatened to sue the IDSA, E3's organizer, if they didn't stop bleem. IDSA sided with Sony and stopped bleem from running demonstrations and distributing their marketing materials.

Later that August, Sony returned to the court and filed for a preliminary injunction—their one last attempt to stop bleem from selling their product. Among Sony's six claims was that bleem was harming its PlayStation trademark. Sony provided evidence through anonymous

Internet postings that people were unhappy with the way bleem runs many PlayStation games and that this was, in the customer's view, diminishing the value of Sony's brand. Judge Legge found that the negative comments only affected bleem, not PlayStation. Bleem also submitted evidence to demonstrate that consumers understand the poor quality is due to bleem. The Judge agreed and denied the injunction.

Last December, in what appears to be an attempt at scaring retailers away from carrying bleem, Sony served subpoenas to 10 of bleem's retail customers, asking for information regarding purchasing, sales, promotion, and profits. Bleem, in turn, has also filed a counterclaim against Sony for their disruptive actions.

**"BLEEM! MAINTAINS THAT THEIR SOFTWARE CONTAINS NO PLAYSTATION CODE."**

#### Playing Hardball

Still the question remains: Why is Sony putting this much effort into squashing bleem? For one thing, Sony knows that the decision from the bleem case will set a precedent in future cases similar to this one, so it has to win. Otherwise, you could see a rash of PlayStation—and

## FENCED IN

PlayStation2-emulators this year and next. Certainly Sony would like to corner the market on home entertainment systems just like Microsoft has done with operating systems, maybe even end the usefulness of the PC as a gaming system. Remember that the PlayStation2 is being dubbed by Sony as a "computer entertainment system." A PlayStation2 emulator could end their hopes of ever achieving dominance across the video game board.

And what about Microsoft? It seems ominous that the software giant is staying out of the emulator market. Unless it's because Microsoft is waiting to see how the trial with bleem will play out before they get mixed up in it. Besides, Microsoft is already keeping their lawyers busy enough with their anti-trust lawsuit.

#### The Beat Goes On

Meanwhile, the bleem development team continues to work hard at supporting new PlayStation games. At the same time, bleem's lawyer keeps fighting off Sony's latest legal advances, while Sony keeps pushing bleem to stay away from their properties. It's a struggle that might never end.

There have also been rumblings that they're planning to make a version to allow you to play PlayStation games on the Sega Dreamcast. How about Dreamcast games on the PC?

Do consumers really need bleem though? PlayStations now cost under \$100. For the extra \$70 you're paying above bleem's \$30 price tag, you get a machine that plays PlayStation games 100 percent accurately. Bleem will be the first one to admit that their emulator can't run 100 percent of the PlayStation library. However, there might only be a few PlayStation games that interest you, so \$30 for bleem might sound more reasonable to you.

In June, the court will decide whether bleem can continue to sell its product. If bleem wins, we might be seeing a lot more bleems popping up in the coming years. If so, Sony will have to decide if it wants to keep chasing these mice around or give up and join them by making their own emulator. Either way, Sony's fight to protect its properties might be a long way from over. ☺



# I heard

you've

# been

naught

# y.



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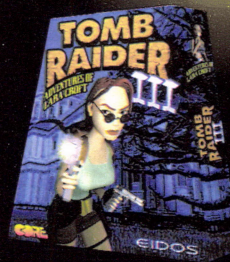
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**\*General rules:**

A total of 25,000 copies of Tomb Raider III will be awarded (\$29.99 Retail Price). A random drawing to award all prizes will be held on or about March 17, 2000 from all eligible entries received by February 29, 2000. The odds of winning depend upon the number of eligible entries received. Only one entry per person is accepted. You may enter by filling out the official entry card, accessing our website, or printing your name and address on a postcard and mailing it to ATTN: PCTR3, 650 Townsend Suite 305, San Francisco, CA 94103. The contest is open to all legal U.S. residents, except for the employees and immediate family of the Sponsor, the prize manufacturers, their affiliates, subsidiaries, advertising agencies, or any other company involved with the design, production, execution or distribution of the drawings. Persons under the age of 18 require parental consent to participate. Any tax liability is solely the responsibility of the winner. All federal, state, local, and municipal and provincial laws and regulations apply. Sponsor shall be deemed sole interpreter of the rules and conditions. By participating, entrants acknowledge and agree to be bound by these rules and the decisions of the Sponsor are final. Void in the states of Florida and New York and where prohibited by law. Prize components are not exchangeable, transferable, or redeemable for cash. Prices shown are estimated retail prices, actual prices may vary. The Sponsor does not make and is not responsible for any warranty (including fitness for particular purposes) or guarantee with regards to any prize or portion thereof. All sweepstakes entries become the property of the Sponsor and will not be returned. In the event of unavailability of stated prize(s) or component(s) thereof, Sponsor reserves the right to substitute item(s) of comparable value.





# QUEENSRYPHE POOL SHARK





# Pool Shark

A new **Queensrÿche** album means just one thing: Time for singer Geoff Tate to play pool with Paul Semel.

**BY PAUL SEMEL**

PHOTOGRAPHY BY ALISON DYER/VISAGES

It was probably for the best that we were being ignored by the patrons at the bar. Not just because one of the players is a famous rock star. No, the reason I'm glad that Queensrÿche singer Geoff Tate and I were unnoticed as we played pool on this Sunday afternoon was that, well, we suck at pool. In fact, the only reason I won the first two games this time was because Geoff sank the eight ball before he was supposed to. "Obviously I'm lame today," he offered by way of explanation, "and I'm dropping my stick."

But wait, some history is in order. In April of '95, when Queensrÿche was touring behind its album, *Promised Land*, I interviewed Geoff and guitarist Chris DeGarmo while playing pool. I somehow wound up winning three straight games. So, two years later the band released another album, *Hear In The Now Frontier*, and demanded a rematch. With guitarist Michael Wilton in tow, they got their revenge by winning four straight games before I finished my first pint of Guinness.

And so, with a new album out (the timely-titled *Q2K*), Geoff and I wound up at Q's in Santa Monica on a Sunday afternoon, playing pool. As in the past, Geoff and I spent as much time talking about the band as we did concentrating on the game (which, I think, is the only

reason I won the first time). First on the agenda was to find out why Chris was conspicuously absent, not just from the pool hall but from the band as well. "I don't know," Geoff admitted, sinking one of the stripes in the corner pocket. "I really don't. He just came in one day and said he didn't want to do it anymore. I think he just needed a break."

In his place, the band has employed Kelly Gray, who had played in bands with both Geoff and bassist Eddie Jackson (though not at the same time) before Queensrÿche formed. Since then, Gray has worked steadily as a producer and was even on tap to helm the boards for *Q2K* before Geoff asked him to join the band. Geoff admits an assessment of his pool skills was not part of the audition process. "Y'know," Geoff realized, sinking the eight ball before he was supposed to, "I've never even played pool with Kelly."

From there, it was fairly typical of our pool-playing sessions: Geoff lost the second game by hitting the eight ball in when he wasn't supposed to; I lost the third by scratching on the break; and Geoff lost the fourth by getting the eight ball in when he wasn't supposed to—again. It wasn't until the fifth game, in fact, that Geoff didn't suffer from premature eight-ball

evacuation. "I really won that one," he exclaimed, grinning a bit. "I feel relieved. And hungry."

Deciding to take a break, Geoff ordered himself a sandwich and me another Guinness, hoping that by relieving his hunger and by adding to my intoxication he might actually win another game. While the two of us chilled out a bit, I asked Geoff if he and the guys sometimes play pool when I'm not around. "I've played pool in some pretty weird places," Geoff said, rattling off such locales as Barcelona, Buenos Aires, and Rio De Janeiro.

"The thing is, in Seattle, near where I live, pool has been elevated to this middle-class cool sport, so you have these really beautiful pool halls with 52 designer beers, that kind of thing. But when you go to South America, you go to the back of someone's garage and there's one light bulb hanging over the table. We told the record company, 'Hey, we want to play some pool,'



PHOTOGRAPHY BY CHAPMAN BAEHLER



"When you go down to South America, you go to somebody's garage to play pool."

# Pool Shark

and this was the place they took us to—the back of someone's garage." He also mentioned that Guitarist Michael Wilton was probably the best at the game. "He grew up playing pool," Geoff explained. "He had a pool table in his house."

With time running short, Geoff and I decided to play one final game. As we did, I asked Geoff if he's ever played a pool game on his computer. After all, Queensrÿche was one of the first bands to do their own CD-ROM game, *Promised Land*, while Eddie actually owns a video game store in Seattle called FamCom. In fact, Geoff's nanny is a woman his wife met playing games on the Internet.

"I have [played computer pool games]," Geoff recalled. "I think it was *Virtual Pool*, and it was actually pretty interesting because they showed you all these shots and the angles. You could even play someone like Minnesota Fats, though

that was worthless 'cause he'd just stomp you." Which is exactly what I didn't do to Geoff.

Though I did sink two balls with one shot early in the game, and though it did come down to each of us having one ball besides the eight ball, the game ended, as you can imagine, with one of us getting the eight ball in too soon. And it wasn't me.

Not wanting Geoff to go home feeling like he hadn't gotten anything out of the afternoon but a sandwich, I slipped him a copy of *Ultimate 8-Ball* and a PoolShark pool cue controller from InterAct. I figured that since I had regained my title as the guy who beat Queensrÿche at pool, I didn't need it anymore.

A couple days later, the phone rang, and a familiar voice said hello. He also said the pool controller I had given him took a little getting used to. "I played it that way, and

also with the touch pad on my ThinkPad," he explained, "and I could actually shoot better with the touch pad. Probably because I'm more used to it. Though by the third time it was like playing a real game because I had become familiar with what buttons to push."

Geoff also said that he thinks that playing the PC version is going to effect how he does the next time he squares off against me. "It gets you more familiar with the angles," he explained, "and you can also change your perspective in the game; you can look down at the table or look sideways. Normally I wouldn't do that, but now I think I probably would."

Which is when I realized I may have made a grave error, condemning myself to lose the next round of this never-ending pool battle. "Oh yeah," Geoff said, confirming my fears with a laugh, "I think I'd probably beat you now." ■



# WE UNDERSTAND...



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## GAME REVIEWS BY GAMERS LIKE YOU





# 10 Ways to Get The Girl

**Kobe Tai** Is Gonna  
Wash That Geek  
Right Out of Your  
Greasy Hair

**BY WILLIAM O'NEAL**  
PHOTOGRAPHY BY ROB LANG

**T**here was a time, albeit a brief one, when geek was chic. Research shows that it lasted from 4:38 P.M. on Thursday, June 11th, 1998, until 7:24 P.M. later that day. In other words, it ain't. Gamers are notorious when it comes to failing to adhere to the morés of good taste and worldly ways. Maybe it's the countless hours spent alone bonding with their various online avatars, or the fact that at \$50 a pop, most gamers don't have the leftover funds to replace those old-ass Chuck Taylors with some slick new Trunning™ shoes. That said, we hooked up with actress Kobe Tai and with her help put together some tips to help any gamer ascend from the bowels of geekdom to the apex of cool.



You can shun  
your geeky ways  
and transform  
yourself into a  
man worthy of  
**gorgeous  
women like  
Kobe Tai.**



**IT'S ON THE CD!**

Check out the HOT Kobe Tai  
video on the *incite* CD-ROM!



1

## Shut Down All Those Free Email Accounts

Few things scream "geek" louder than a guy who has more email accounts than he has had sexual partners. While CoolGuy@hotmail.com is good for flaming people in comp.sys.ibm.pc.games. RPGsaremylife, any woman who sees it will promptly exit stage left.

GOLD SHIRT BY EDUARDO LUCERO, PAISLEY SHIRT BY ANGELA MILLE MILANO/HI LORENZO/LOS ANGELES, BLACK SHOES BY GIUSEPPE SONATTI @ VIA VOLIN/LOS ANGELES, VINTAGE SHIRT, JACKET, PANTS, TIE, AND SHOES FROM OUT OF THE CLOSET, LOS ANGELES



## 2

### EB Is Not the Only Store in the Mall

News flash: The mall, in addition to being a great place to buy games and electronics, is also teeming with women. Next time you're paying a visit to Electronics Boutique, stop by Wet Seal too. Act like you're buying something for your sister and ask the hottest woman in the store for advice.

## 3

### Hide Your Joystick

Imagine the horror that would befall a woman's spirit upon entering your apartment only to be greeted by your flight-sim setup. That one sight could easily undo countless hours of plying her with Kettle One cosmos. Tell her about tomorrow's *Descent* tournament over breakfast the following morning.

## 4

### Cell Phones Have an "Off" Button

We know you're a player, and we don't just mean games, and players like you *need* cell phones. The thing is, if you're on a date, nothing spoils the mood like a mobile call. If you've managed to con a woman into going out with you, try turning that cellie off.

## 5

### Get Rid of Those Big-ass, Dorky Glasses

Sure it works for Bill Gates, but he's worth billions of dollars, and nothing makes a man more attractive than a phat portfolio. Rest assured, though, you'll be able to see Lara climbing, jumping, and swimming just fine with a pair of contacts.





**6**

### **Do Some Sit-ups and Lay Off the Chips**

We're no experts on what women like, but we'd venture a guess that most women would rather be close to Brad Pitt's rock-hard abs than John Goodman's fetid beer gut. Your out-of-shape potbelly is about as sexy as a leaky colostomy bag.

**7**

### **Don't Collect Dolls**

Remember when you were in junior high and the cool kids would routinely kick your ass and destroy your *D&D* figurines? Good. Remember those beatings the next time you feel compelled to "proudly" display that Lara Croft doll. Grow up, fellas.

**8**

### **Showers Are Your Friend**

The beauty of the Internet is that all your online pals are completely unaware of your bad hygiene habits. In the real world your chronic B.O. is downright offensive. Time to log off that *Quake III Arena* server and take a shower. Don't forget to wash behind your ears!

**9**

### **Just Because a T-Shirt Is Free Doesn't Mean You Have to Wear It**

Game companies love to give stuff away, and your average gamer probably has an entire wardrobe full of free clothes with stupid-ass game characters emblazoned on them. All this says to a coed is that you're too cheap to buy your own clothes. Rule: Good for sleeping, bad for dates.

LIQUID METAL HALTER & SKIRT BY VIRTUAL @H. LORENZO/LOS ANGELES



10

### Get Some Sun

Remember when your mom told you how attractive that pasty white skin of yours is? She lied. If your skin resembles that of an animal who's genetically adapted to live in a cave, then it's time to shut down that game of *Age of Empires II* and go outside. Hell, you might even meet a girl out there.







No. 34561

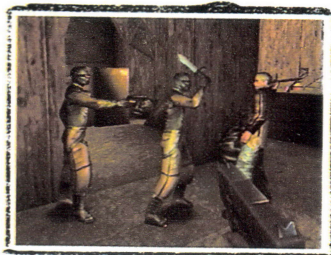


Fig. 2.2  
25 weapon types known.



Fig. 2.1  
Travel through New York to Hong Kong

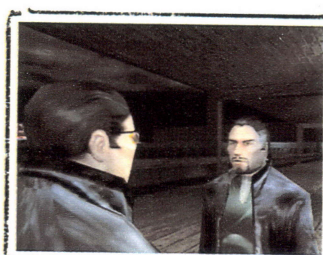


Fig. 2.6 Advanced AI and conversation systems.  
These people are real!

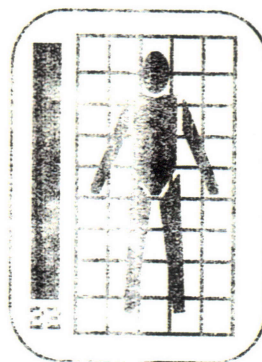
III. J.C Denton is a powerful, nano-augmented agent for an **anti-terrorist organization**. Little is known about this person, but it seems that he is on a mission. ~~XXXXXXXXXXXXXXXXXXXX~~. He works for UNATCO but what side he is working for is inconclusive at the moment. ~~XXXXXXXXXXXX~~

~~XXXXXXXXXXXX~~ Can he be the one to save this world from **complete annihilation**?

\*\*\*\*URGENT\*\*\*\*

MO6-MO9: Get augmentations functioning again!  
~~XXXXXXXXXXXXXXXXXXXX~~

- a. Subdermal (2)
- b. Cranial (1)
- c. Eyes (1)
- d. Torso (3)
- e. Arms (1)
- f. legs (1)



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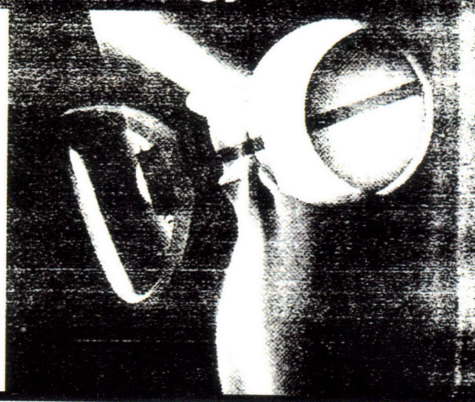
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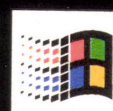
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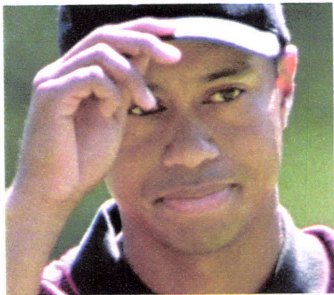


**TIGER WOODS 2000** Has More Features Than Ever, But Is This Golf Game Still Just Par For The Course?

# Putt Seriously...



PATRICK MURPHY-RACE/ALLSPORT



ANDREW REDINGTON/ALLSPORT



EA Sports' new Tiger Woods game looks identical to last year's version. You can't hold this shortcoming

against it, though, because if graphics were the defining characteristic of all golf games, they'd all need a mulligan. Instead, cyber golfers need to focus on playability and extra features, both of which *Tiger Woods 2000* has in abundance. There's the new PlayWithThePros feature that lets you play with Tiger in a tournament online at the same time. There's a whole library of courses that will even challenge the best virtual golfer. And, for the first time, His Airness, Michael Jordan, joins the ranks of the 14 pro golfers.

#### FACT FILE

- **PUBLISHER**  
Electronic Arts
- **DEVELOPER**  
Rainbow Studios
- **GENRE** Sports
- **PLAYERS** 1-8
- **ESRB RATING**  
Everyone
- **PRICE** \$39.95

**BY GARY ENG WALK** • PHOTOGRAPHY BY MICHAEL O'NEILL/OUTLINE







## GAME GLANCE

- 8 Courses
- 14 PGA Golfers
- MP3 Support
- Resolutions Up to 1600x1200
- Free Multiplayer Competition

More than football, baseball, basketball, or any other professional sport (yes, even tennis), golf is a game of inches and finesse. It's a mercurial discipline so sensitive to subtle variables that a slight breeze, a hacking caddie, or the decision to go from a 3-iron to a 2-iron can divert your ball yards off of its intended target.

It stands to reason, then, that translating the experience to your computer screen represents one of the most complex and confounding challenges a computer game developer can take on. This required level of sophistication probably explains why PC golf games are the last ones in the sports genre to go completely 3D. Only one game has done it so far, and this isn't it.

## The Diorama Effect

Even in *Tiger Woods 2000*, EA Sports' most technologically advanced golf sim yet, Tiger and the other golfers are flat, digitized representations of the real McCoys. Though the foreground—the fairway, putting greens, etc.—is rendered in 3D, the background—the spectators, the horizon of trees, etc.—is a pre-rendered bitmapped backdrop. Seeing the three disparate elements together—golfer, foreground, and background—is like looking at those dioramas you used to make in grammar school: the quasi-3D effect is there, yet you never completely buy into the whole illusion.

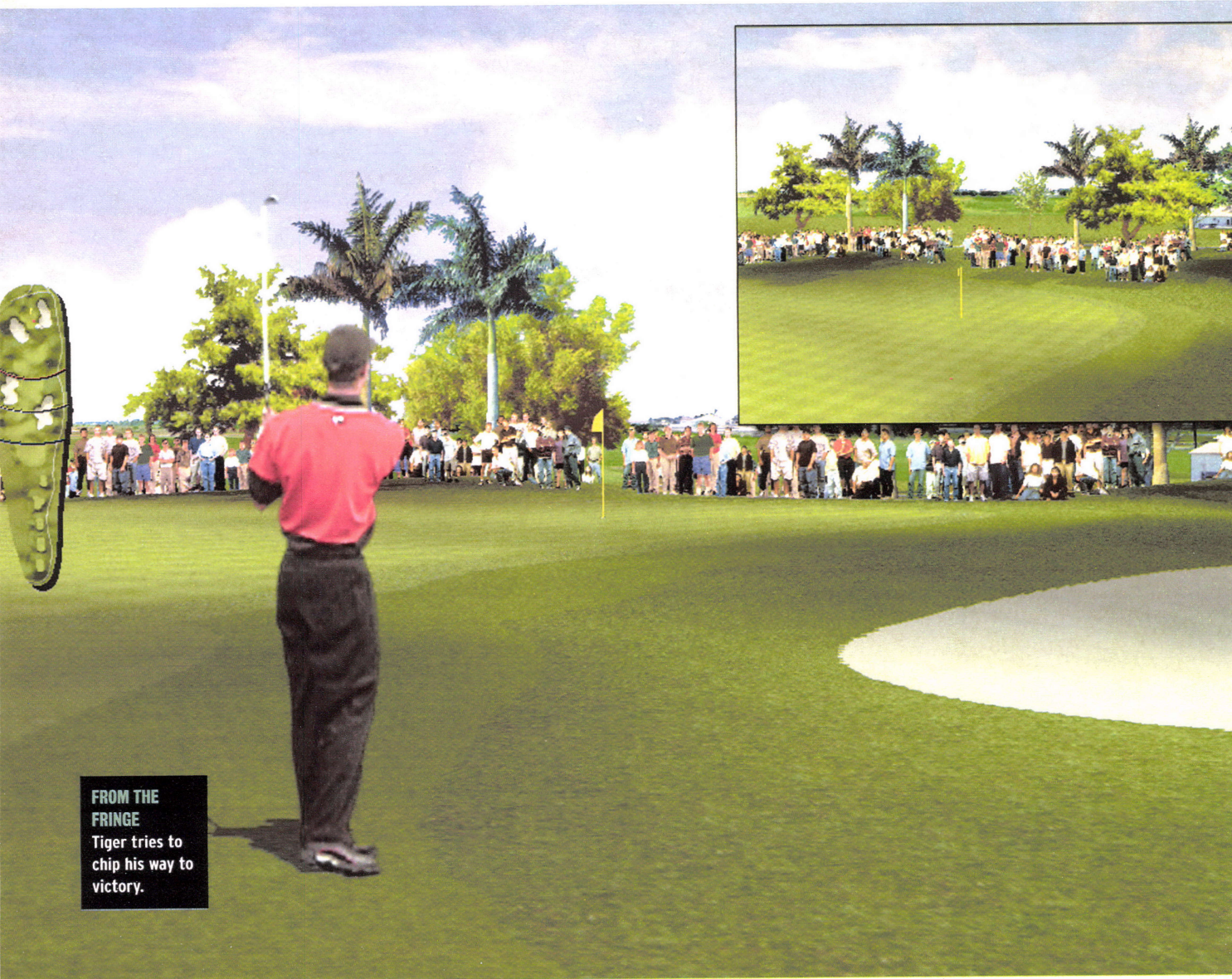
## 10 Years of PGA Tour Games

Since every other PC golf game,



**FORE PLAY** Tiger launches one from the fairway from 200 yards out with an 8-iron.

such as Microsoft's *Links 2000*, is guilty of using similar smoke and mirror parlor tricks to create an illusion of 3D gameplay, we have to overlook *Tiger 2000*'s 2D transgressions and grade it on a curve. After you handicap it, *TW2K* is a



**FROM THE FRINGE**  
Tiger tries to chip his way to victory.



very successful golf sim. Believe it or not, this is EA Sports' tenth year of developing PGA Tour-licensed golf games. The experience shows: each successive year adds another layer of features to the mix, so after a decade's worth of upgrades, the game has more features than a Swiss Army Knife. New to this year's edition: additional courses (TPC at Herron Bay, Piper Glen, and Prestancia make their debut), topographical maps that plot out every dip on the green, and an architect tool that gives you the ability to design your own course.

#### **Woods, Leonard, Faxon, and...His Airness?**

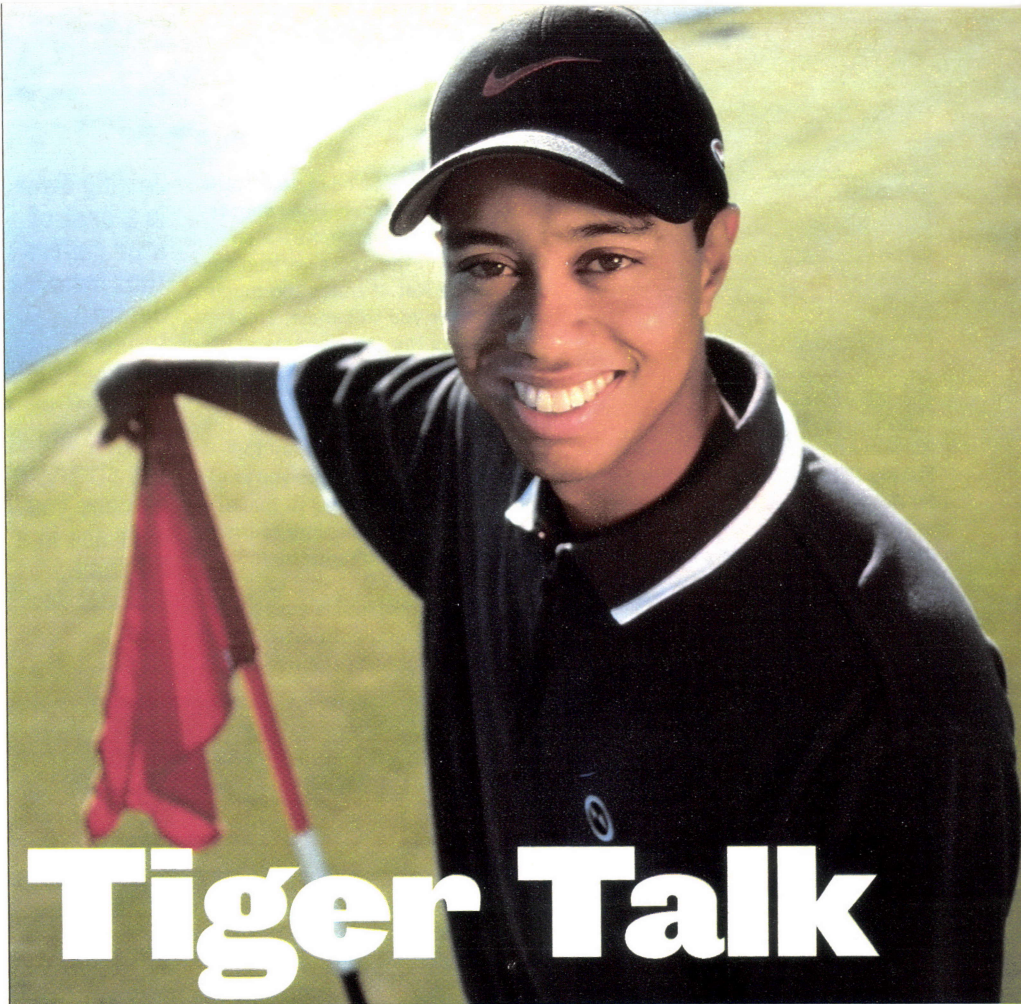
Joining Tiger is a cast of star golfers that includes Justin Leonard, Stewart Cink, Brad Faxon, and, in one of the strangest cameos you'll ever see in a PC game, Michael Jordan. There's also a Face in the Game tweak that gives narcissistic gamers the option to paste a digitized photo over their in-game avatar. And for the MP3 junkie in all of us, the latest Tiger can play your favorite audio tracks as you go from hole to hole.

#### **Putt Up or Shut Up**

Playing as MJ is cool, but by far the most intriguing novelty is PlayWithThePros. Using this online multiplayer feature, players can compete in an actual PGA tournament against living, breathing golfers, all in real-time. Here's the way it works: at each of the five tournaments in 2000 (this month's AT&T National Pro-Am at Pebble Beach is the first) that EA is supporting the PlayWithThePros feature, personnel track the pro golfers shot for shot and transmit the ball locations to a team that's manning a set of computers. Afterwards, these people translate the shots and distances into a *Tiger Woods 2000* tourna-



**CINK OR SWIM** Stewart Cink tries to salvage this hole from the bunker.



# Tiger Talk

**EXCLUSIVE incite PC Gaming INTERVIEW!** The Golf Phenom Gives Us The Skinny On His Favorite PC Games, Long Term Plans, and Highly Unlikely Singing Career.

**You probably don't have much time to play computer games, but if you did, the last type of game you'd want to play is a golf game, right?**

You can never get enough of a good thing. Golf is my passion, both the real sport and the computer games. Coming home and playing the PC game allows me to relax and enjoy the sport. I just enjoy computer games and love the element of competition that they bring out in me and my friends, especially now that the Internet features of the EA Sports games let me play against my friends back home in California.

**Do you think people will learn a lot from the online PlayWithThePros feature in *Tiger Woods 2000*?**

I think it will really open up their eyes to the intricacies of the sport. People always talk about how long a round of golf is. But when the PlayWithThePros title is on the line and they have to think about each shot and plan their course management strategy in real-time with the pros, it will definitely help them see how much concentration and focus a golfer needs.

**These days it seems pro athletes want to be music artists and music artists want to be athletes. There isn't any chance of you cutting a rap album, is there?**

I'm going to stick to what I do best: golf. I love listening to music and totally appreciate the talent that they have, but I'm going to stick to singing in the shower.

**We love that Nike commercial in which you bounce a golf ball on your club like a Hacky-Sack. Know any other cool golf tricks?**

Growing up on the golf course, there was lots of time to practice tricks while waiting on the tee-box. There's the flop shot over the head that is always a crowd pleaser. But I like to wow the crowds with how many times I can bounce the ball. No one ever comes close.

**What's your all-time favorite golf course?**

I really enjoy playing links-style courses but don't necessarily have a favorite. Every year I get to play new courses and love the different ways that the designers introduce challenges and develop a quality course. Being a fan of the history of golf, I've begun to really appreciate the skill it takes to design golf courses.

**Is golf still fun to you or does it seem like a job?**

It's both. I enjoy playing and pushing myself to improve every day. It's the challenge of perfecting my swing and getting physically fit that makes it fun.

**How much longer do you want to play professionally? Do you see yourself joining the senior tour?**

I see myself playing for the rest of my life. I spent the last year reworking my swing so that I can play long into my future. I've got a lot of short term goals in the sport of golf, but playing on the Senior PGA Tour is definitely part of my plans.





**FLYING TIGER** Another day, another Eagle for Woods.

ment (using the same course) that's being played simultaneously on the Internet.

Whether you play as one of the PGA stars or as your own cus-

tomized golfer, you have your work cut out for you: when Tiger shoots a 62 in the real match, he'll also shoot a 62 in the game version running on the Net. If that's too much pressure for you to handle, Tiger 2000 offers the standard menu of LAN and online multiplayer options. Only the truly devoted golf nut will have patience for PlayWithThePros though: since there's no way to speed up the match while you're waiting for other golfers to make their shots (it's a real-time tournament after all), you're in the match for the long haul. One way to circumvent this problem is wait a few days after the actual tournament ends. EA is archiving the five tour-

**Joining Tiger is a cast of star golfers that includes Justin Leonard, Stewart Cink, Brad Faxon, and, in one of the stranger cameos you'll ever see in a PC game, Michael Jordan.**

naments on its server so you can try out PlayWithThePros at any time.

Despite the stodgy graphics, you'll be extremely pleased with how the game plays. EA Sports' golf games have always excelled at creating elegant in-game interfaces that are functional to both novice and expert cyber golfers. If you don't have time-or simply don't want to think too much-the game can automatically select an appropriate club and plot out your shot's path. But if you think these luxuries are for pampered pansies, you can manually set everything from your choice of clubs to the type of spin you want on the ball.

# Hole in Won

Tiger's **Record-Setting Year in 1999** Is Going to Be a Tough Act to Follow in 2000



ALLSPORT PHOTO

**F**olks on the PGA tour can't be too pleased with the emergence of laser eye surgery. Since last October, Tiger Woods has had near-perfect 20-15 vision and there's no doubt that he's been reaping the rewards. After the surgery, Tiger went on a tear, winning five of the last six events of the year.

Balls seemed to roll his way for the rest of 1999 as well. Woods won a remarkable eight PGA championships, including one major-the PGA Championship. Only 11 players have done this in the history of the Tour. Add these feats to the fact that he had top 10 finishes in 16 of the 21 overall events he entered, and you'll agree with Masters champion José Maria Olazabal when he proclaimed, "Tiger is playing like the angels do."

1999 wasn't just a year of personal achievement for him. Tiger helped the United States win its 22nd World Cup. Before that, he and 11 other Americans entered the last day of the Ryder Cup down 6-10 to the Europeans in the singles competition but staged what many call the greatest golf comeback ever.

This year, Tiger has a typically busy schedule. There are five PGA tournaments in the month of February alone, including a title defense at the Buick Invitational-the event that started his amazing run last year. Eventually, he'll be in position to break the Holy Grail of golf records, Jack Nicklaus' 20 major championships. So far so good: the 24-year-old has the same number of majors-five-as the Golden Bear had at his age. These days, Tiger is in such a zone that more than ever, he's the odds-on favorite every time he picks up a club.

[www.incitegames.com](http://www.incitegames.com)





**BIRDIE IN THE HOLE** Mark O'Meara is money on this 14-foot putt. Bring on Tiger! I want Tiger!



**IT'S A LONGSHOT** EA Sports used GPS map data to render the TPC at Sawgrass course so accurately, you'll think you were there.

### R.I.P. TigerTunes

Generally, the physics in the game are realistic. Balls that land on the fairway bounce and roll as you would expect them to in real life, while balls in the rough skid to a halt. You'll see a few weird hops every now and then—a ball will make one leap too many in the sand traps for instance—but these are minor issues. In the grand tradition of addi-

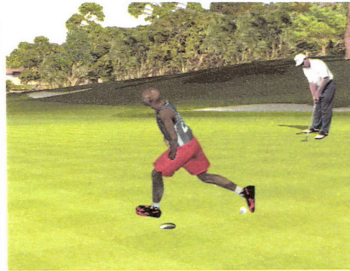
**Believe it or not, this is EA Sports' tenth year of developing PGA Tour-licensed golf games.**

## ATHLETE OF THE MILLENNIUM

### Where's MJ?

Basketball Isn't Enough: **Michael Jordan** in Other EA Sports Games

Jordan goes from His Airness to His Fairwayness by making a surprise appearance in *Tiger Woods 2000*. MJ wasn't ready in time for our review copy of the game, so here's our artist's conception of how he might look in *Tiger Woods 2000* and other EA Sport games:



■ Here's our artist's idea of how MJ will look in the *TW2K*. Mike! Don't cheat!



■ MJ in *FIFA 2001*—this goal's net is much bigger than a basketball hoop's.



■ MJ in *Madden 2001*—it's third and long. Michael Jordan goes in motion.



■ MJ in *NHL 2001*—he'll need to trade those Air Jordans in for some skates.

tion by subtraction, a few gimmicks from last year's version have ended up on the cutting room floor, namely the "TigerTunes," which played pseudo-funk in the background as you went about your business on the links.

It's a shame that *Tiger Woods 2000*—and every other golf game—can't look as good as other pro sports titles. With true 3D

polygonal golfers, Sierra Sports' *PGA Championship Golf '99* comes close, but its graphics still look dated compared with other sports games. There will be a day when *Tiger Woods*' visuals catch up with its impressive lineup of features (please, let that happen with *Tiger 2001*). When that time comes, EA Sports' golf game will be the hole-in-one everyone's waiting for. **D**

## Tech Specs

### PROCESSOR & MEMORY

- **MINIMUM SPEC** 133MHz & 32MB
- **PREFERRED SPEC** 200MHz PII & 64MB

CPU COMPATIBLE WITH INTEL PENTIUM

### GRAPHICS SUPPORT

- Software Rendering ✓
- Direct3D ✓
- 3dtx ✓
- OpenGL ✗

### AUDIO SUPPORT

- EAX (SBLive!) ✗
- A3D ✗

### MULTIPLAYER OPTIONS

- **MULTIPLAYER SUPPORT**
- Maximum number of players: PC 4, LAN 8, Internet 8
- **CD FOR EACH PLAYER?** Yes
- **MIN. INTERNET CONNECTION** 28.8K

## The Verdict

### HOW THEY COMPARE

#### ■ Tiger Woods 2000

Currently the champ, but not as dominating as the real Tiger.

#### ■ Links LS 2000

Microsoft's golf game is EA's most formidable opponent in the golf genre. Give Tiger the slight nod over Links.

#### ■ PGA Championship Golf '99

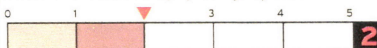
Sierra's title is the only one with true polygonal golfers but it has more sluggish gameplay than *TW2K*.

#### ■ Jack Nicklaus 5

We love the Golden Bear, but this long-running series is falling behind.

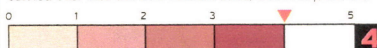
### GRAPHICS

■ The weak link in the game. Would someone please figure out how to insert true 3D players in golf games?



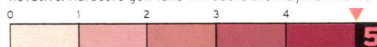
### SOUND

■ Last year's clean and accurate sound effects have been carried over into the new edition. Gone, thankfully, are the



### MULTIPLAYER

■ *TW2K*'s multiplayer options are numerous, slick, and innovative. Hardcore golf fans will adore the PlayWithThePro



## Tiger Woods 2000

**PROS:** Precise controls for both novices and experts, backward compatibility with old course, and plenty of game options.

**CONS:** Dated graphics and rehashed Tiger animations from last year's version

### OVERALL

Relative to other sports games, Tiger Woods 2000 needs some work. Relative to other golf games,

**4**  
OUT OF 5







# LET THE GAMES BEGIN

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## Participate in the Roundtables

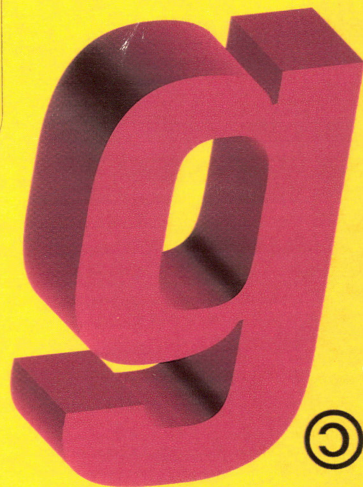
Hear the movers and shakers from the gaming industry talk about what they love most. Don't miss out on any of the roundtable talks that will be occurring throughout the two days. This is your chance to listen to the great ones and interact with them in a casual and informative environment.

"When I was a gamer 19 years ago I used to wait with eager anticipation for the ZX-Microfair each year in London, England. It was the only time 1,000's of real gamers could get together to talk about, buy and play the latest games. Somehow shows like that disappeared and now we just have shows where only people working in the business are welcome. Security at the doors actually keeps the gamers away from seeing the new games! It's great to finally be a part of conference that welcomes GAMERS and a conference you can all take part in."

David Perry  
President, Shiny Entertainment  
Games - Earthworm Jim, MDK, Wild 9, Messiah

"If you're in the game development industry, there's E3 - the Mecca of all gaming. But the public, the people who really buy and play the games, have no way of seeing the latest games in a convention setting where they check out the latest games and meet people just like themselves. This is what GamesCon is all about and it's awesome!"

John Romero  
Ion Storm,  
Game Designer,  
Chairman  
Games -  
Wolfenstein 3-D,  
DOOM, DOOM II,  
QUAKE,  
DAIKATANA



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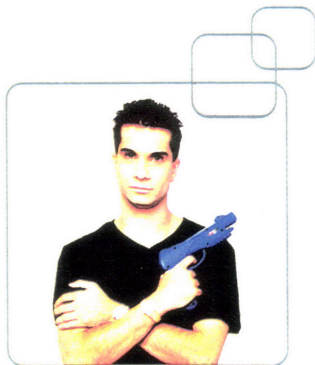
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# 4.0 on the Frag Scale

**QUAKE III ARENA** Is a Skewed Balancing Act of Technology and Gameplay—and it Rocks

## FACT FILE

■ PUBLISHER Activision ■ DEVELOPER id Software ■ GENRE Deathmatch ■ PLAYERS 1-32 ■ ESRB RATING Mature ■ PRICE \$49.99

## GAME GLANCE

- 30 Maps
- 4 Modes of Play
- 32 Computerized Warriors
- 9 Weapons
- 1,000,000+ Frags

One more time, one more match, 30 more frags—just one more victory and I'll be ready to call it a night. Yeah, right. I've been here before...many times...long ago. I used to play *Lithium Quake* incessantly. Do I really want to relapse?

By Dave Rees

A heck of a lot of you will know exactly what to do when you play *Quake III Arena* for the first time. You'll know how the controls work, how to operate each weapon, when to run for health, and when to rush into a crowd of competitors with guns blazing. Some of you will even be highly skilled players in

your very first *Quake III Arena* DeathMatch.

That's because very little has changed in terms of gameplay here. This is *Quake*. Rocket launchers, machine guns, rail guns, lightning guns, and shotguns light up the space around you and splash the gibbs of nearby Quakers in all



## THREE'S COMPANY

Sure, everyone missed, but believe us, this scene is about to get a heck of a lot bloodier.



These fitting settings are all **back-drops to an unending war fought by a cast of some of PC gaming's most original and well-animated character models.**

directions. You have to strafe, jump, duck, and focus on replenishing your health. Learning the layout of each map is crucial. Hogging the armor and quad damage is a must. Find those hot spots, launch a bevy of rockets into a crowd of novice players, and watch your frag count soar. It is a no-holds-barred frag-fest to the finish—and it's not exactly revolutionary in anyone's book.

But when it comes to technology, *Quake III Arena* is somewhat of a pioneer. John Carmack may be considered the epitome of a computer geek by some, but his latest effort is a remarkable balancing act between advanced 3D graphics rendering and network performance. Keeping players happy by making *Quake III Arena* playable over a 28.8Kbps modem while giving id's talented artists and designers the freedom to experiment with their artistic abilities without worrying about frame rates, is truly an accomplishment. And boy does it show.

The graphical appeal of *Quake III Arena* is a mix of hi-tech and gothic art, and sometimes these styles intersect, resulting in a high degree of



**PAINTING THE TOWN RED** By the end of a typical deathmatch, the level looks like it was lovingly redecorated by Jeffery Dahmer, John Wayne Gacy, and Charles Manson.

originality. Walls, floors, and ceilings are covered in dirt; pentagrams are painted on surfaces; sinuous organic columns span from the floor to the ceiling; and a deadly red mist creeps along the lowest regions. Luminescent columns spanning from wall to

wall flow with brilliant electricity; metallic surfaces adorn the walls, floors, and ceilings; and pulsating circular platforms rocket you to higher ledges above upon impact.

These fitting settings are all back-drops to an unending war fought by

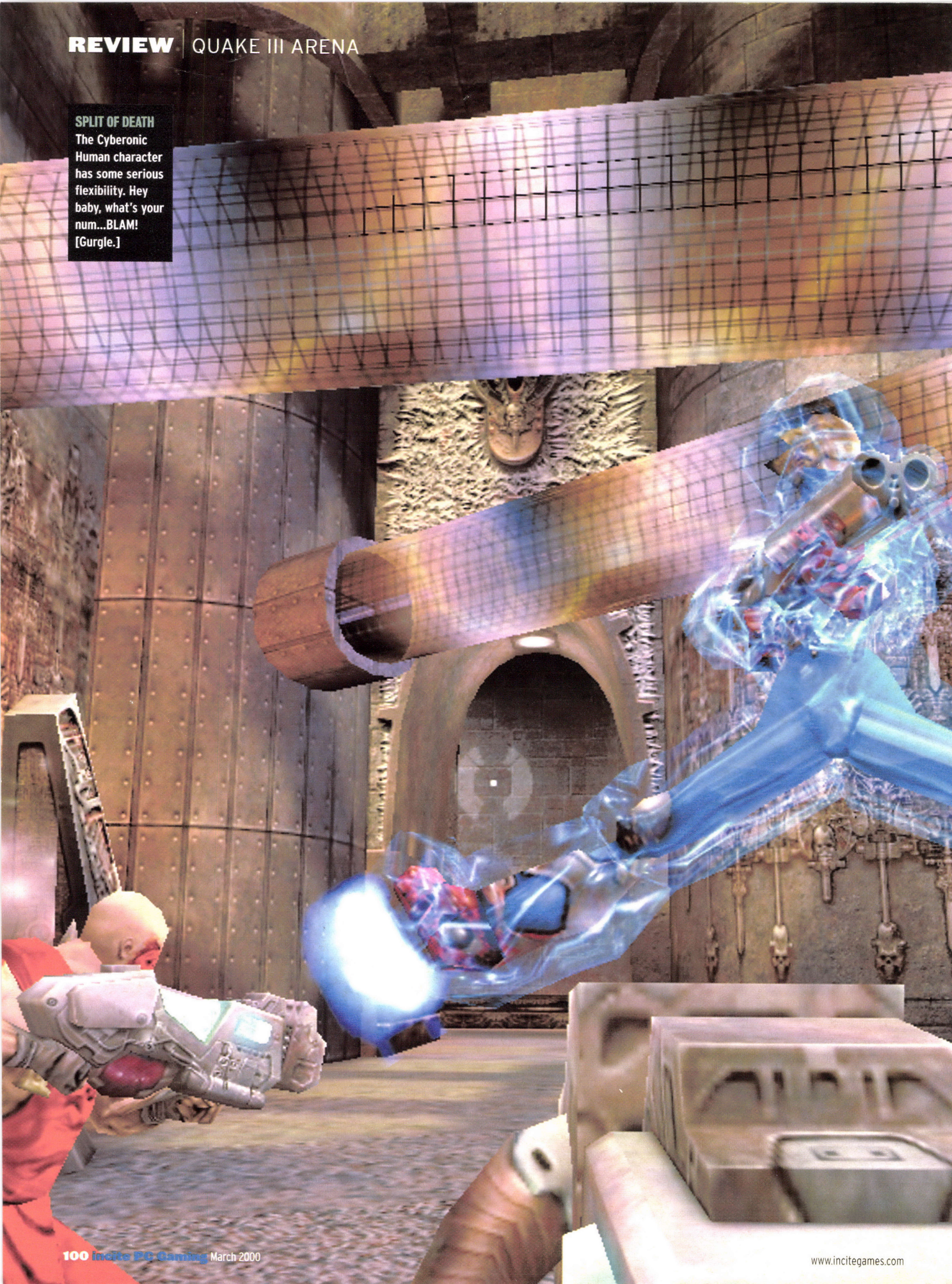


**COLORS...IT'S A GANG THANG** Just as in the prior *Quake* games, in *Quake III Arena* you choose up sides and pick your color. Then you smear the other guys' colors all over the floor while you stand laughing over their lifeless corpses! What fun we'll have!

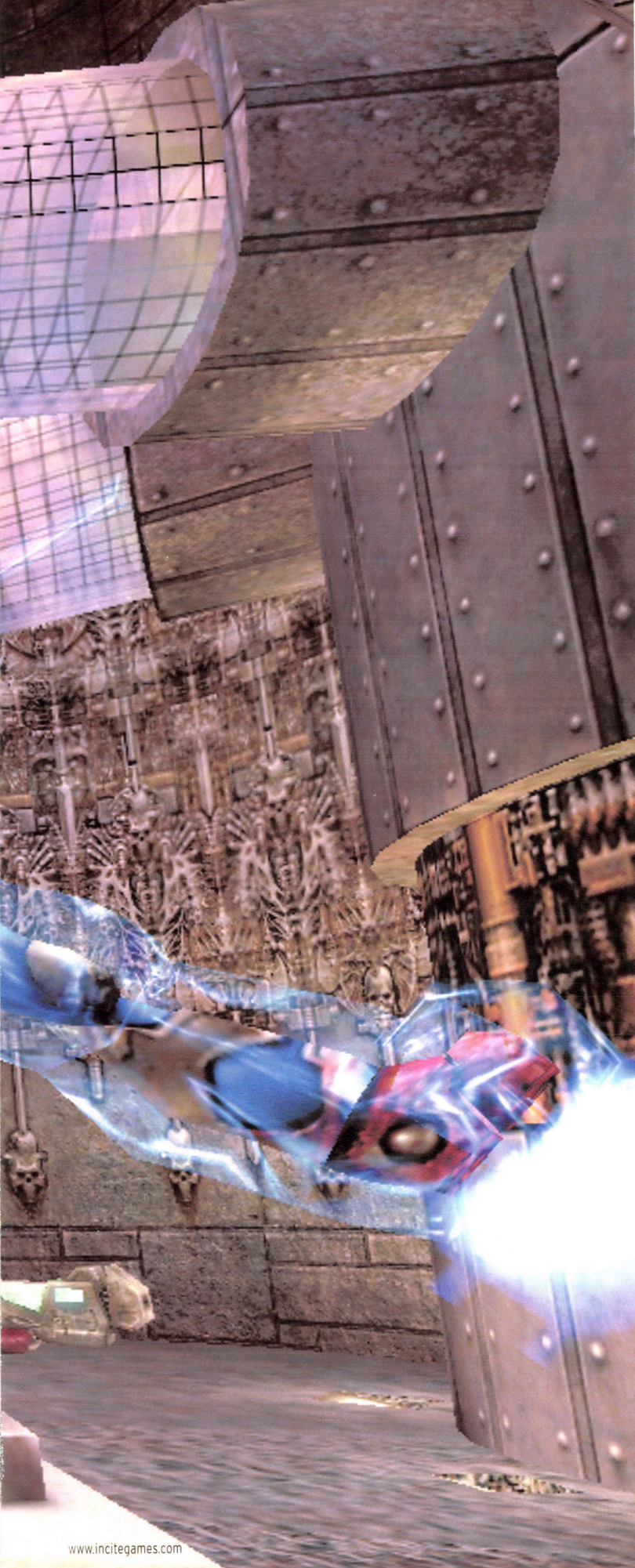


**SPLIT OF DEATH**

The Cyberonic Human character has some serious flexibility. Hey baby, what's your num...BLAM! [Gurgle.]







**HELLO GORGEOUS** Using the Bounce Pads will sometimes put you face-to-face with an enemy unexpectedly.

a cast of some of gaming's most original and well-animated character models. And along with their looks and motions, each character model has a unique persona. Cybernetic eyeballs with two arms for legs sprint, leap, and squeak as they pump lead into their foes. Demonic aliens shriek like pigs as they take damage and spasmodically twitch upon death. Highly acrobatic female Cybronic Human soldiers float on hover boots and perform splits as they jump through the air.

But there is absolutely no chance to enjoy this extra-rich eye candy when participating in a *Quake III Arena* DeathMatch. Everything screams by at death-defying speeds; the game's pace is relentless, and your view is usually blurred by flying rockets, spent shotgun shells, glowing plasma balls, bolts of thunder, clouds of blood, and chunks of polygonal flesh.

#### Flying Solo

For the aspiring *Quake* player, a single-player tournament mode lets you enjoy a DeathMatch without a network connection. It's you vs. bots in an intense battle to the death across 30 maps. The maps are divided into tiers, each ending with a boss battle, which must end with your victory if you want to progress to the next tier. Eventually, you face Xaero, who is supposedly the "most dangerous enemy in the arena."

But Xaero, as well as many of the other bots throughout the game, plays like a chump on any level of difficulty below "Hardcore." Winning is a matter of finding an

**Your view is consistently blurred by flying rockets, spent shotgun shells, glowing plasma balls, bolts of thunder, clouds of blood, and chunks of flesh.**



## Test Center

## Quake III Arena

### UP AND RUNNING

#### INSTALLATION

- Hardware detection is excellent
- Easy to use install interface
- Robust system options for performance tweaking
- Requires video card with full OpenGL support
- Make sure all of your drivers are up to date

#### ACCESSIBILITY

- Most people already know how to play
- Single-player game for those low-ping evenings
- Improved server selection interface
- Internet connection or LAN is a must
- Hard to use bot commands

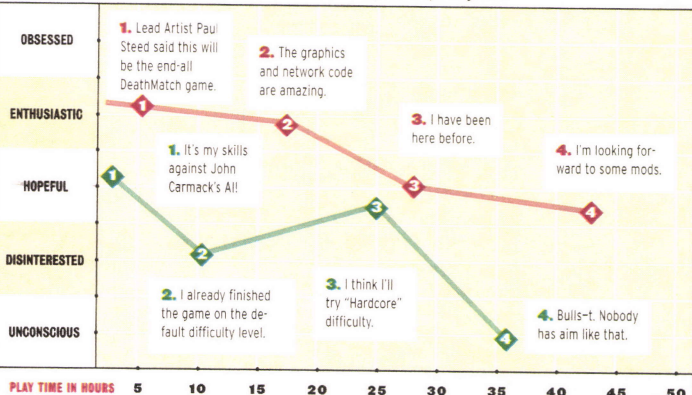
### GRAPHICS PERFORMANCE CHART

PROCESSOR ►		Pentium 166		Pentium II 233		Pentium II 350		Pentium II 450		AMD Athlon 700	
SYSTEM RAM ►		32	64	32	64	32	64	32	64	32	64
<b>Voodoo</b> Diamond Monster 3D	640 x 480										
	800 x 600										
	1024 x 768										
<b>Voodoo2</b> Diamond Monster 3D II	640 x 480										
	800 x 600										
	1024 x 768										
<b>Voodoo3</b> 3dfx Voodoo3 3000	640 x 480										
	800 x 600										
	1024 x 768										
<b>RAGE 128</b> All-in-Wonder 128	640 x 480										
	800 x 600										
	1024 x 768										
<b>Matrox G400</b> Millennium G400	640 x 480										
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<b>TNT 2</b> Creative 3D Blaster TNT2 Ultra	640 x 480										
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<b>S4 Savage</b> Diamond Stealth III S540	640 x 480										
	800 x 600										
	1024 x 768										
<b>Software</b>	640 x 480										
	800 x 600										
	1024 x 768										

WHAT IT MEANS:   - Forget it!   - Runs poorly   - Acceptable   - With ease

### THE INTEREST CHART

While *Quake III Arena*'s single-player game is basically a throwaway, the multiplayer game is finely-tuned and as addicting as ever. Just don't expect anything new.



achilles heel, and Xaero's is pretty damn obvious: stay on the opposite side of the map, grab a Rail Gun and snipe him while remaining still. He'll try and hit you with whatever weapon he has loaded, but he'll almost never connect. Was this *really* the last boss?

Bumping the difficulty level up to "Hardcore" or even worse, "Nightmare," produces dramatically different results. Xaero never misses, no matter what you are doing. In fact, almost all of the bots hit their targets with unrealistic accuracy, which becomes extremely frustrating.

### Die Friends, Die

However, not too many players are really going to care much about the merits of the single-player game alone. Online play is what *Quake III Arena* is all about; Free for All, Team DeathMatch, Capture the Flag, or Tournament (sorry folks, only four modes out of the box). This is where *Quake III Arena*'s level design shines. For the most part, the lay of the land in all of *Quake III Arena*'s levels is very well thought-out and the spacing is ideal. For example, spots from which players can lob a few grenades or launch a few rockets always surround large rooms.

Playing *Quake III Arena* is certainly exhilarating, but is it innovative enough in the wake of *Unreal Tournament*? While this game truly bedazzles the senses, with a mere four play modes, it fails to innovate in the gameplay department—something that the folks at id Software have had no problem doing in the past. Let's hope that changes with their next title, which is rumored to feature, believe it or not, an in-depth story—something that the folks at id have never done right. **E**

NOW, THAT'S A GUT! Laugh all you want, but don't expect to beat a twisted clown armed with a BFG when all you have is the standard Machine Gun.



**SINGLE FILE, PLEASE** Sometimes it's easy to just stand still and let your opponents run through the line of fire.





## Tech Specs

### PROCESSOR & MEMORY

- **MINIMUM SPEC** 233MHz & 64MB
  - **PREFERRED SPEC** 500MHz PIII & 128MB
- CPU COMPATIBLE WITH: INTEL PENTIUM, AMD K6-2

### GRAPHICS SUPPORT

- Software Rendering ✗
- Direct3D ✓
- 3dfx ✓
- OpenGL ✓

### AUDIO SUPPORT

- EAX (SBLive!) ✗
- A3D ✓

### MULTIPLAYER OPTIONS

- **MULTIPLAYER SUPPORT**
- Maximum number of players: PC: LAN 32, Internet 32
- **CD FOR EACH PLAYER?** Yes
- **MIN. INTERNET CONNECTION** 28.8k

## The Verdict

### HOW THEY COMPARE

- **Unreal Tournament**  
Easily the king of online gaming, *UT* is loaded with superb gameplay.
- **Quake III Arena**  
Excellent network performance, gorgeous graphics, and ultra-fast gameplay.
- **Tribes**  
Still considered the best multiplayer game ever by many.
- **Opposing Force**  
The weapons are very original and the gameplay kicks major ass.
- **Kingpin**  
A bit less popular as an online death-match game, but very impressive.

### GRAPHICS

- A brilliant achievement in 3D technology; the *Quake III* engine has huge potential.



### SOUND

- An excellent use of sound effects; music is too subtle; rather limited relative to *Unreal Tournament's* voiceovers.



### MULTIPLAYER

- *Quake III* does a great job at handling lag; it's designed for multiplayer mode.



## Quake III: Arena

**PROS:** A pure adrenaline rush from the moment you begin to the moment you stop.

**CONS:** Despite its technological achievements, *Quake III Arena* is essentially *Quake II* with a makeover.

### OVERALL

Great looking and playing frag-fest, but not original enough to hold your interest for an extended period.

**4**  
OUT OF 5





# Terror From Above

Jane's Combat Simulations' Rule of the Skies Continues With **F/A-18**

## FACT FILE

■ PUBLISHER Electronic Arts ■ DEVELOPER Jane's Combat Simulations ■ GENRE Simulation ■ PLAYERS 1-8 ■ ESRB RATING Everyone ■ PRICE \$49.99

## GAME GLANCE

- 1,000 Explosive Deaths
- 1 Flyable Aircraft Type
- 33 Modeled Aircraft
- 0-150 Knots in Two Seconds
- 4 Campaigns

The successor to the acclaimed *F-15*, *F/A-18* improves on its predecessor in just about every way possible—but it still carries a steep learning curve. This is not a sim to be taken lightly.

By Steve Klett

When we were younger, many of us dreamed of becoming pilots in the military—I know I did. The thought of sitting behind the controls of a multi-million dollar bird of prey and ruling the skies was the ultimate war fantasy.

For most of us, that's as far as it ever gets—fantasy. We either don't have the stones (or the ovaries), or

the aptitude to actually do it. And let's face it, we don't really want to kill and be killed. Still, the fantasy remains.

*F/A-18* puts the world's most capable multi-role fighter at your fingertips. And the best part is you can crash and burn as many times as you like without harming yourself or others—or having the \$70-million price tag for each wrecked plane taken out of your weekly wages.

## Superplane

The F/A-18, which carries the much friendlier "Hornet" moniker for us civilian types, was the United States' first single-seat strike fighter, designed for both ground attack



**NICE SEAT, EH BUDDY?** Join the Navy, fly to beautiful places, and kill anything that flies.

and air-to-air duties. It performed both duties with equal aplomb in Operation Desert Storm, quickly making it one of the most feared aerial weapons and one of the most



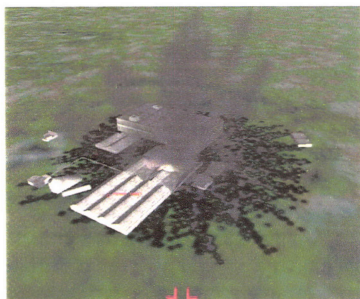
**TOP OF THE WORLD**  
Flying in the world's best multi-role aircraft is a virtual blast.



popular aircraft among military aviators. (It's the plane the Blue Angels fly.)

The version of the Hornet modeled here is actually the F/A-18E Super Hornet, which is slated for wide-scale deployment in the year 2002. So it's no coincidence the game's hypothetical campaign is set in the year 2004 and has you facing off against the best technical opposition possible—Russia. No other world power offers up anything that can compete with this beast in the air.

Russia's embroiled in a nasty civil war that threatens to draw in the rest of the world. You're part of the U.S. carrier taskforce that's sent to the waterways near the Murmansk area of northern Russia to help NATO keep things in check. There are three campaigns to fly that ramp-up in difficulty, or you can choose to fly them all under the Grand Campaign umbrella. Either way you're in for a challenge of epic proportions, as you not only need to keep yourself alive while successfully completing missions, but you have to manage



**JUST LIKE TV** See the results of your bombing up close and personal.

**The Instant Action feature gives the game a limitless number of scenarios and endless replay value.**



**TALLY ONE BANDIT** Anyone need a light? This Russian Bear's no match for my Hornet. Hope that Ruskie is caught up on his life insurance premiums.

aircrew, ammunition, and airframe resources as well.

You can also fly 20 single missions as well as design your own Instant Action missions. The Instant Action feature allows you to quickly pick the number of enemies you want to fight against, their experience level, the aircraft they fly, how many wingmen you want, and whether you want to be in a neutral, even, or advantageous position. This feature alone gives the game a virtually limitless number of scenarios and endless replay value.

#### **Homework Required**

It's important to note, however, that while the design team has made

some efforts to make *F/A-18* less daunting for newbies, it's still no cup of tea.

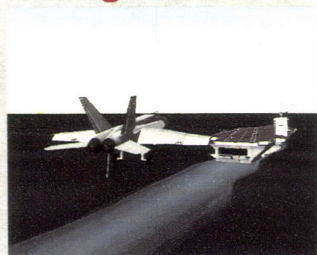
Sure, there are several "training" missions that supposedly step you through some of the more complicated aspects of being a Hornet pilot—such as operating the radar systems, conducting carrier landings and takeoffs, and figuring out the weapons systems. However, they only give you the most basic information at best. More often than not, you're left thumbing through the manual (which itself is acronym soup) to figure things out on your own. Actually, before you even attempt to fly this puppy you should probably read the manual cover to

### IN THE "EASIER THAN IT LOOKS" DEPARTMENT

## Carrier Trap Travails

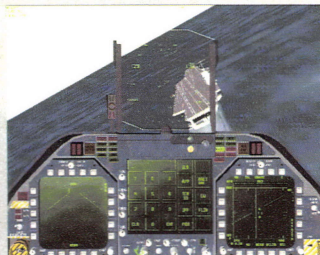
The chance to try to land a 20-ton hunk of metal on a pitching and rolling carrier deck is the ultimate aviator challenge. Believe us, it's much harder than it looks, but with a little practice you'll eventually get it right.

#### **Coming Home**



Time to call the ball—that's pilot lingo, in case you didn't know.

#### **Look Out Below!**



They do have a big cable down on the deck to catch me, right? *Right?*

#### **Ouch!**



I missed the big cable and smashed into the deck instead.

#### **Home Safe**



Keep trying and you'll get it right. This is try number 4,657,321 for me.



# Test Center

## F/A-18

### UP AND RUNNING

#### INSTALLATION

- Installation is fast and simple
- Seamlessly detects hardware
- Works well with most joysticks
- Runs poorly on low-end systems
- 3D accelerator card required
- Get ready to buy some more RAM

#### ACCESSIBILITY

- Good key map makes it easier to learn
- Well-documented and robust mission editor
- Manual, though in-depth, can be confusing
- Bare-bones tutorial
- Learning curve is steeper than Mt. Everest

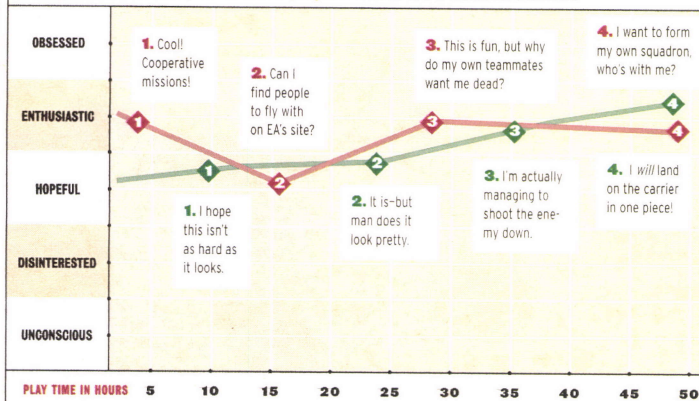
### GRAPHICS PERFORMANCE CHART

PROCESSOR ►		Pentium 166		Pentium II 233		Pentium II 350		Pentium II 450		AMD Athlon 700	
SYSTEM RAM ►		32 64		32 64		32 64		32 64		32 64	
<b>Voodoo</b> Diamond Monster 3D	640 x 480										
	800 x 600										
	1024 x 768										
<b>Voodoo2</b> Diamond Monster 3D II	640 x 480										
	800 x 600										
	1024 x 768										
<b>Voodoo3</b> 3dfx Voodoo3 3000	640 x 480										
	800 x 600										
	1024 x 768										
<b>RAGE 128</b> All-in-Wonder 128	640 x 480										
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	1024 x 768										
<b>Software</b>	640 x 480										
	800 x 600										
	1024 x 768										

WHAT IT MEANS: - Forget it! - Runs poorly - Acceptable - With ease

### THE INTEREST CHART

F/A-18's superb **single-player** game, challenging missions, and attention to detail really kept me captivated. The cooperative **multiplayer** missions are a welcome addition.



F/A-18 is one of the prettiest and most complete packages to grace the simulation genre in some time.



**OUCH, THAT HURTS** Taking one up the tailpipe is no way to treat an \$70M aircraft.

cover. These planes are expensive for a reason: They're highly sophisticated. With multiple radar types, radar-jamming equipment, multiple in-flight displays to monitor, and several different weapons payloads, the Hornet's cockpit is a veritable cornucopia of buttons, dials, flashing lights, levers, and switches.

Yes, you can "dumb-down" the sim and choose to fly against novice enemies with unlimited ammunition and even be invulnerable if you wish. But if you do, you'll miss out on most of what F/A-18 has to offer: a realistic feel for what it's truly like to fly a modern military aircraft.

### Bells and Whistles Galore

While the game is based on the same game engine in F-15, a lot of effort was put into making it look much, much better. Setting the campaign in Murmansk translates into much more interesting terrain for you to look at—many modern sims, including F-15, give you miles of featureless desert sand. In F/A-18, there are lush green foliage, snow-capped mountains, and vast expanses of glittering water over which to wage war. And your F/A-18 itself is



**THE ULTIMATE SLINGSHOT** Catapulting off a carrier deck is an experience to remember... and one of the game's main draws.

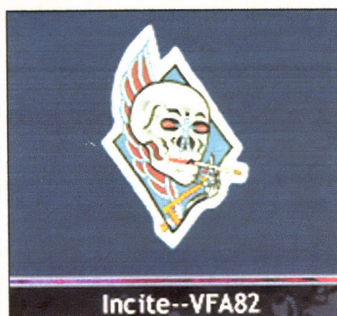


## INTO THE WILD, BLUE YONDER

# Put Yourself in the Game

It's You and Your Friends' Turn to Rules the Skies Above

*F/A-18* lets you create your own pilots and squadrons—and import your own pictures. You can even doctor up your plane's squadron markings with a paint program.



Incite--VFA82

**BLACK SHEEP** Here's a rag-tag group of pilots if ever there was one.

one of the most painstakingly modeled—and beautiful—aircraft to hit the PC. Everything's here—squadron markings, working lights, external weapons stores, working control surfaces, and even the cockpit and pilot.

The 3D virtual cockpit is amazing too. Just about every button, switch, and dial you see is fully functional. And you can pan your view in all directions fairly quickly. The only concession made by the design team in terms of looks is that the non-flyable aircraft do not show the same level of detail as your *F/A-18*. They did this in an attempt to keep the game from slowing down during dogfights.



**PRETTY LIGHTS** Damn, all I can find on the Russian radio is old disco tunes. Where are the CD player controls again?

The game's attention to detail translates to the gameworld as well. There are nifty volumetric clouds that flow over your canopy extremely realistically—without slowing the game down—and weather effects such as lightning and rain. You'll also see reflections on your cockpit panels from nearby explosions, flares, and even when your own engine catches fire.

From the hair-raising catapult off the carrier deck to pulling high G's at 35,000 feet, *F/A-18* gives you a realistic sense of being in the air. You'll bleed speed, stall, and incur redouts and blackouts when you perform certain maneuvers. And trying to land on the rolling and pitching carrier deck is indeed a heart-stopping experience.

*F-15* veterans will rejoice at *F/A-18*'s new multiplayer options. Instead of straight-ahead dogfighting, in *F/A-18* you can fly missions cooperatively with up to seven other pilots online! And it's not hard to find people to fly with either. Jane's

Combat.Net—EA's free online game server for all Jane's games—is just a click away. Support for cooperative play is rare in sims, and this will no doubt go a long ways toward extending *F/A-18*'s shelf life.

A robust mission editor, similar to the one included with *F-15*, is the icing on the cake. A good portion of the manual is dedicated to telling you how to create your own missions with a minimum of hassle.

It's just too bad there's no similar tutorial section of the manual or a more comprehensive in-game tutorial to teach less-experienced pilots the modern air combat basics. *F-15* pilots will have little trouble getting this Hornet off the ground. However, new pilots may be scared off by their initial experiences with the game.

That said, *F/A-18* is one of the prettiest and most complete packages to grace the simulation genre in some time. This is as real as it gets without actually having to risk life and limb. **B**



**SMOKED BEAR** The new 3D volumetric explosions are excellent. Unless you're in the plane experiencing those 3D explosions.

## Tech Specs

### PROCESSOR & MEMORY

■ **MINIMUM SPEC** 266MHz & 64MB

■ **PREFERRED SPEC** 350MHz PII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM

### GRAPHICS SUPPORT

■ Software Rendering ✗

■ Direct3D ✓

■ 3dfx ✓

■ OpenGL ✗

### AUDIO SUPPORT

■ EAX (SBLive!) ✗

■ A3D ✗

### MULTIPLAYER OPTIONS

■ **MULTIPLAYER SUPPORT**

Maximum number of players: PC LAN 8 Internet 8

■ **CD FOR EACH PLAYER?** Yes

■ **MIN. INTERNET CONNECTION** 28.8k

## The Verdict

### HOW THEY COMPARE

#### ■ Jane's Longbow 2

The best helicopter sim around. This baby blows away the competition.

#### ■ Jane's F/A-18

Excellent graphics and superb attention to detail make it a classic.

#### ■ Jane's F-15

Another great "study" sim from Jane's; it took us to new heights.

#### ■ EF2000

Gorgeous graphics, superb flight model, and one awesome jet.

#### ■ Jane's USAF

Great multiplayer action; lots of flyable aircraft; very newbie-friendly.

### GRAPHICS

■ This Hornet looks gorgeous—so does, surprisingly, Murmansk! The environments are stunning.



### SOUND

■ Excellent! Female pilots' voices are even heard in the air—this is a true '90s sim.



### MULTIPLAYER

■ Balanced cooperative missions in a modern jet simulation. What a concept! Good job overall.



## F/A-18

**PROS:** Top-notch graphics; realistic sounds and flight model; superb attention to detail.

**CONS:** Very steep learning curve for less-experienced pilots; the campaigns lack personality.

### OVERALL

You really get a feel for what it's like to fly this bird. Veteran sim fans will be in heaven. Newbies? Maybe not.

**4**  
OUT OF 5





# Rayman Returns

Can You Handle Cute? You'd Better Be Ready To if You Want to Play **RAYMAN 2**

## FACT FILE

■ PUBLISHER UbiSoft ■ DEVELOPER UbiSoft ■ GENRE Action ■ PLAYERS 1 ■ ESRB RATING Everyone ■ PRICE \$39.99

## GAME GLANCE

- 600 of Globox's Kids
- 45,000 Slaves on the Pirate Ship
- 4 Masks
- 40 Doors in the Hall of Doors
- 800 Million Ways to Die

Ready for a break from dark, dreary, moody games? Indulge yourself in this virtual candyland. Nowhere else but in *Rayman 2* will you find such a plucky hero, a thoughtful story line, and plenty of 3D, platform-style action.

By Nikki Douglas

As a rule, I stay as far away from platform-style games as I can. I have a definite bias against console games ported to PC as well. Given this set of criteria, I should not like *Rayman 2*. So why do I?



**PRETTY AND DEADLY** Check out the flowing mist and transparent water in Rayman's world. This calm environment belies the fact that Rayman could bite it at any moment.

Rayman is a cutesy, orange-haired, invisible-limbed nugget of goeey sweetness who runs around a brightly colored fantasy world filled with adorable, spirited creatures. He shoots energy bolts with his fist and has dedicated himself to preserving the happiness of his happy little world.

In *Rayman 2*, an airborne pirate ship full of robots threatens that happiness and begins to enslave the populace of Rayman's world. The pirates capture Rayman, but his buddy Globox frees him to find Ly, their resident Wizard, and collect four masks that will enable our hero to free his people.



**HELICOPTER HAIR** Rayman's helicopter hair can't save him here.

## Try, Try Again

There is no end to the surprises that await you each time Rayman jumps into a new level. It's like opening a present every time you advance in the game—you have no idea what wondrous, beautifully illustrated world waits.

As for gameplay, many of the starting levels put you immediately into a situation where Rayman is running, jumping, and shooting for his life. In one of the later levels of the game, Rayman appears in a cave on a cliff wall, with the pirate slave ship in hot pursuit, shooting fireballs at him. He has to run and jump onto a series of ramshackle wooden

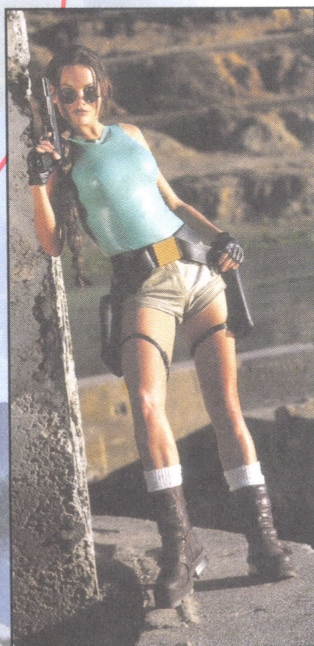


**WEATHER OR NOT** There are environmental effects like sunshine and pouring rain.



**WHERE'RE MY LEGS?** Rayman looks to the aliens who took his legs and asks, "Why?"





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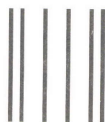
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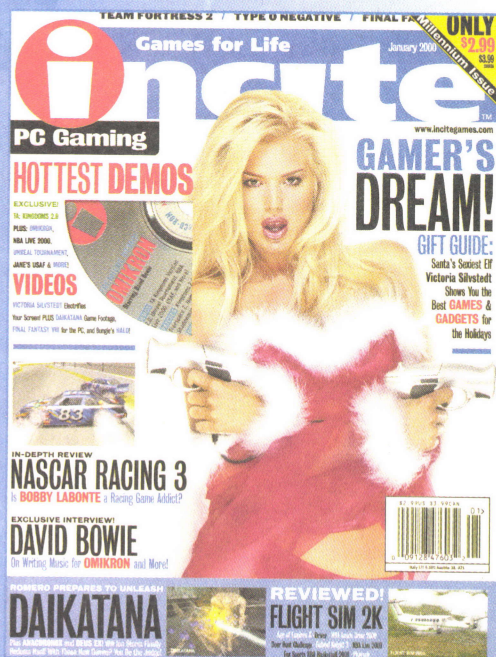


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bridges that the pirate ship blows out from under him as he runs, jumps, and helicopters (using his hair) alongside the cliff wall.

Occasionally, levels like this can be a bit frustrating because you have no idea what to prepare for as you round the corner. When Rayman dies, he goes back to the starting point of the level, and you have to begin again, which is standard in most platform games.

### It Gets Repetitive

Repetition is what makes *Rayman 2* a less than perfect game. You can only save at designated points, and Rayman dies a lot and then has to start over. At one point early in the game you have to traverse a toxic swamp of lily pads with a huge piranha that wants to eat you. If you

are not the most adroit platform gamer, chances are you will find yourself getting to know these lily pads really well. After about the 10th time of crossing them, you might be just a wee bit frustrated.

Rayman also needs to continually nab power-ups called Lums. There are blue ones, which give him air underwater; yellow ones, which help him to proceed in the game; red ones, which give him energy; and green ones, which hold his regeneration spot. It can be a lot to keep track of.

### The Pirates of Platform

*Rayman 2*, despite its drawbacks, is still a wildly entertaining and engaging game. *Rayman 2* never gets bogged down. It's a great escape for casual gamers. **B**



**RACE AGAINST LY** In a race level, Rayman must beat Ly at a series of difficult running, jumping, and climbing challenges. That blue hair is looking sweet, mama!

### The Eternal Debate Continues....

## PC vs. Console—Hard-core vs. Cute?

Here's a comparison of a few of the most popular characters on each platform. Is it a case of deadly vs. cutesy?

PC	Console
<b>Colonial Marine: Aliens vs. Predator</b> <b>Look:</b> Hardened marine, shaved head, tattoos <b>Mission:</b> To rid the world of horrific aliens who threaten our existence	<b>Spyro: Spyro-Ripto's Rage</b> <b>Look:</b> Adorable purple baby dragon with little flapping dragon wings <b>Mission:</b> To rid his peaceful home planet of evil, fluffy sheep
<b>Gordon Freeman: Half-Life</b> <b>Look:</b> Bespectacled scientist who suddenly has to turn mean <b>Mission:</b> To rid the world of horrific aliens who threaten our existence	<b>Crash Bandicoot: PlayStation Mascot</b> <b>Look:</b> An Australian marsupial who stalks Blockbuster stores everywhere <b>Mission:</b> No clue, but he wears big sneakers

## Tech Specs

### PROCESSOR & MEMORY

- **MINIMUM SPEC** 200MHz & 32MB
- **PREFERRED SPEC** 400MHz PIII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM, AMD K6-2

### GRAPHICS SUPPORT

- Software Rendering ✓
- Direct3D ✓
- 3dfx ✓
- OpenGL ✗

### AUDIO SUPPORT

- EAX (SBLive!) ✗
- A3D ✗

### MULTIPLAYER OPTIONS

- **MULTIPLAYER SUPPORT**
- Maximum number of players: PC: LAN N/A, Internet N/A
- **CD FOR EACH PLAYER?** N/A
- **MIN. INTERNET CONNECTION** N/A

## The Verdict

### HOW THEY COMPARE

#### ■ Abe's Oddysee

Not quite as cute as *Rayman 2* but just as frustrating and fun.

#### ■ Rayman 2

Sweet, and at times frustrating, but ultimately a blast to play.

#### ■ Earthworm Jim 3D

A cute pink little worm. You'll crawl your way to fun-filled hours.

#### ■ Pitfall

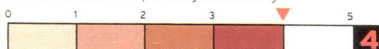
Popular console Lara Croft rip-off that's been around since the Atari days.

#### ■ Heart of Darkness

Mazes and creatures of the night are this game's lowlights.

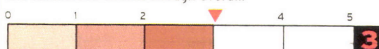
### GRAPHICS

■ The graphics glow with intense super-colored effects. Environments are very inviting and exciting.



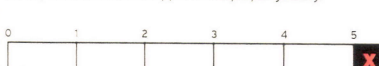
### SOUND

■ Not much in the way of music or sound effects, though the sounds are decent enough overall.



### MULTIPLAYER

■ *Rayman 2* does not support multiplayer gaming.



## Rayman 2

**PROS:** A great change of pace from the dark, conquer-the-aliens computer games you are used to.

**CONS:** It's a difficult platform game and as such is considerably repetitive, since you can only save between levels.

### OVERALL

With a gamepad, gumption, and a little patience, you'll enjoy playing this game again and again.

**4**  
OUT OF 5





HEY, SCAB BOY! Name calling is the least of your worries in *Planescape: Torment*.

# Ungrateful Dead

Take a Long, Strange Trip Through the Afterlife in **PLANESCAPE: TORMENT**

## FACT FILE

■ PUBLISHER Interplay ■ DEVELOPER Black Isle Studio ■ GENRE RPG ■ PLAYERS 1 ■ ESRB RATING Mature ■ PRICE \$49.95

## GAME GLANCE

- 1 Amnesiac Immortal
- 1 Wise-ass Talking Skull That Bites
- 30+ Bitchin' Magical Tattoos
- 100 Spells
- 200 Jars of Embalming Fluid

Where will you go when you die? Heaven? Hell? How about a cold slab in an otherworldly mortuary? In *Planescape: Torment*, you wake up on the wrong side of the crypt trying to figure out who you are and how you got there...and odds are, you won't like what you find.

By Darren Gladstone  
and Nikki Douglas

**Y**ou slowly rise from "the big sleep," shaking the cobwebs out of your head and realizing that something's wrong here. You're waking up after a long night out with the guys, you've got amnesia, or you're dead. Actually, you're right on all counts. You're dead, you've been dead, and you will die

again. But we're getting ahead of ourselves.

You don't have a friend in the world except for a floating skull named Morte. Your bodiless partner is a sarcastic bastard. He's your touchstone throughout your travels, remembering everything you don't and helping to guide you along your trail of self-discovery...all the while making fun of you.

## Dead Men Don't Wear Chain Mail

You start out naked in a mortuary, but as you explore further, you can

grab supplies and some new threads to ease your escape into the City of Sigil. Ah, the big city. Despairing, tortured, pulsating piles of wretched refuse from all the planes in the Multiverse. You will not meet a single person here that is not covered in scabs or has leathery, peeling skin with yellow, oozing sores and blue-veined, greenish bruises—kind of like the people you find in New York City subways. But Sigil isn't just the Grand Central Station of the universe's castaways; it is a gateway to an infinite number of dimensions as warped as this one. It's the perfect place for a man with no name.





From the start, you already knew that this wasn't your traditional role-playing game, but now we can confirm it. Our hero, "The Nameless One," is a blank slate. We're talking serious tabula rasa, here. You do the traditional statistic tweaking, as in most RPGs, but all similarities quickly wave buh-bye after that. Since you don't remember a damn thing, you don't really have a character class...you're just a garden-variety fighter. Of course you can beef up your intelligence or dexterity so that you have some leanings towards other professions, but you have to "remember" what you were before you died. In short, your actions will speak louder than character classes.

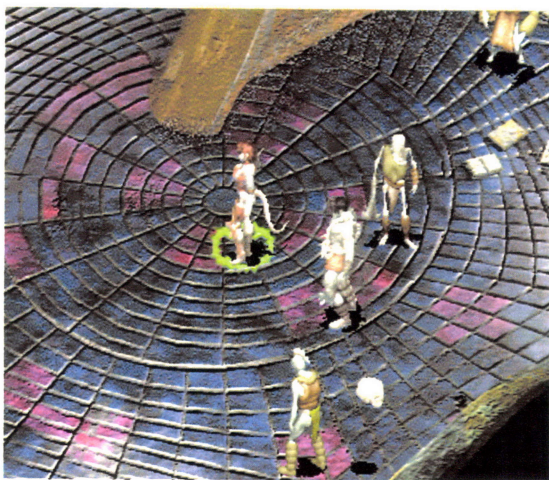
As far as the person you are, it is a whole lot like a game of *Scrap*—your decisions determine the character you eventually become. Lying, cheating, and stealing your way through the game will establish one of several things: You're a rogue, an evil person, or a lawyer. Of course you could also go the altruistic route, righting wrongs and fighting the good fight. But where is the fun in that?

As far as getting through the game, one quickly discovers that unsheathing a sword is more likely to send you on a one-way trip back to the morgue, so you have to be more clever than that. The game is almost entirely conversation driven, and by asking the right questions you should only have to get violent a handful of times.

Still, if you must get medieval, there is one perk of being undead: If you die, your game doesn't end.



**YOU DIRTY RAT** The Nameless One wonders how to get his exterminator service with no reliable phones around.



**GIRL WITH TAIL** This, of course, gives an entirely new meaning to the phrase, "Going to go out and get me some tail."

**Your decisions determine the character you become. Lying, cheating, and stealing your way through the game will establish one of several things: You're a rogue, an evil person, or a lawyer.**

In fact, our nameless friend may not have a ton of hit points, but immortality does come in handy at times. It's a key to helping you recall your past. You've got to die, essentially, to live.

#### **Dead Men, Dark Moods**

If *Planescape: Torment* looks a little familiar, that's because it runs off of BioWare's Infinity Engine—the same one used for the best selling RPG *Baldur's Gate*. But where *Baldur's Gate* lets you navigate lush green forests, spelunk deep caves, and explore the big cities, *Planescape: Torment* drags you kicking and screaming across macabre dimensions.

The world maps are sometimes cluttered, but beautiful nonetheless. The dark, murky atmosphere is a hybrid of *Hellraiser*, M.C. Escher, Dante's *Inferno*, and just about any Tim Burton film ever made. It really does feel at times like you're walking through a surrealist Dalí painting—minus the melting clocks—and Sigil, the City of Doors, is your first stop.

Appropriately named, Sigil contains portals to the other planes, which can be located in the most unlikely places and have some very strange ways to activate them. You'll need to learn passwords, hand gestures, even find the right objects to activate portals.

#### **Dead Men Mistreat Their Ex-Girlfriends**

If in life love manages to conquer all, it manages to run a close second behind amnesia in *Torment*. That is painfully evident when The

#### **CASTING CALL**

## **Torment 2, Starring...**

If We Had Our Way, You'd See a Few More Cameos in *Torment*

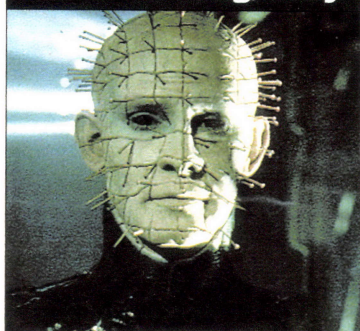
### **Hail to the King, Baby**



**Who:** Ash, the chainsaw-wielding warrior fighting the Army of Darkness

**Why:** He's wacky and sarcastic and carries a chainsaw and a "boom stick."

### **Nail to the King, Baby**



**Who:** Pinhead, sadistic cenobite from the terrifying movie *Hellraiser*

**Why:** He got a little *too* into the body-piercing craze.

### **Pale to the King, Baby**



**Who:** Eric Draven, the moody dead guy in *The Crow*

**Why:** What's a gothic movie/game without a pissed off, moody corpse?

PHOTO COURTESY OF UNIVERSAL PICTURES

PHOTO COURTESY OF NEWWORLD PICTURES

PHOTO COURTESY OF MIRAMAX FILMS





**WHOSE ON FIRST** You go first. No you go. No really, you go. No, you, be my guest.

Nameless One meets Deionerra, a ghost who claims to have been his lover. Just be thankful that with this ghost love story we are mercifully spared Whoopi Goldberg, Patrick Swayze, and Demi Moore, because this isn't your traditional tale of two star-crossed lovers.

Deionerra is a prisoner of her own love trying to be with the man who doesn't even remember her. And she is the first indicator that this is going to be a long, tormented pilgrimage...no, not to divorce court.

Thankfully, you are never alone. With Morte's constant prattling you may wish you were, but you will inevitably find others to join in your quest. Wized warriors, cagey mages, and slinky thieves are all inexorably drawn to you. Some of them will teach you new skills, while others will serve as students. And you reap the benefits of all your actions as master or pupil—a simple way to jump levels and change classes.

And one of the classes we'd recommend you jump ship for is that

of a magic user. Spectacular pyrotechnics light up the display and wash over the entire screen with beautiful effects. Just by seeing the effects onscreen you can easily establish what is being cast. Imagine a spell that is cast, flies up to the heavens, corrals a meteor shower, and brings it back down and fills the room with a fiery spectacle. Talk about a room clearer! All of the spells are big, massive productions—they are magic in its truest sense and look like magic is supposed to: grand, overwhelming, fearsome. All said and told there are about 100 spells present in the game. Well, there's that and a whole new angle on magic: tattoos.

That's right, tattoos—they're not just for bands on the Vans Warped Tour anymore. You can get some fresh ink done that will do everything from beefing up your strength to calling up some extra magical firepower.

There is no such thing as a perfect world, or plane for that matter, and here in *Planescape*, the dark, forbidding colors cause a hindrance at points.

You'll squint like a mole man after the constant fog-of-war blots out areas you travel past. And while the hand-drawn environments are striking, disturbing, and horrifically beautiful, there's only so long you can stare into the abyss before the abyss stares back into you (Nietzsche anyone?).

Another issue was the computer chugging to a standstill during some fights. Even on a high-end PC there was some slowdown as a horde of

**If in life love manages to conquer all, it manages to run a close second behind amnesia in *Torment*.**

thugs tried to separate our hero from his money. What makes matters worse is trying to navigate during a battle. The slightly choppy play will have you experiencing the thrill of resurrecting and trying to get past the same thugs time and time again. You'll feel the urge to just load a saved game.

Ironically, one of the biggest strengths of *Torment* is also the source for one of the complaints—lengthy dialogue. You'll get drawn into the game, but you'll also get a little groggy after a while. We actually timed this one: about 15 minutes of "talking" to a single character. That's not immersive, it's excessive.

Enough with the harsh criticism. Despite these nit-picks, we were swept away by *Planescape: Torment*. It wasn't the effective engine, demented characters, or the lavish lands that won us over. It was the rich storyline. This tale is more a reflection of your true self than any game ever made. That alone is worth the price of admission. **B**



**ALL TEMPERA-CHEER** Supposedly there is a new *Planescape* detergent that will take out set-in blood stains.

## Tech Specs

### PROCESSOR & MEMORY

■ **MINIMUM SPEC** 166MHz & 32MB

■ **PREFERRED SPEC** 300MHz PII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM

### GRAPHICS SUPPORT

- Software Rendering ☒
- Direct3D ☒
- 3dfx ☒
- OpenGL ☒

### AUDIO SUPPORT

- EAX (SBLive!) ☒
- A3D ☒

### MULTIPLAYER OPTIONS

- **MULTIPLAYER SUPPORT**
- Maximum number of players: PC 1, LAN N/A, Internet N/A
- **CD FOR EACH PLAYER?** N/A
- **MIN. INTERNET CONNECTION** N/A

## The Verdict

### HOW THEY COMPARE

#### ■ *Baldur's Gate*

Cannot be beaten when it comes to true old-school RPG experience.

#### ■ *Planescape*

Takes RPGs to a new level of storytelling and atmosphere.

#### ■ *Fallout*

Mad Max meets Monty Python in this twisted post-apocalyptic world.

#### ■ *Fallout II*

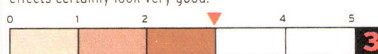
A well-done sequel with the same game engine and deep storyline.

#### ■ *Tales of Sword Coast*

*Baldur's Gate* add-on that kept gameplay at over 100 hours.

### GRAPHICS

■ Can be a little lackluster, although some of the spell effects certainly look very good.



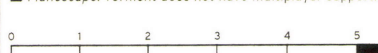
### SOUND

■ The music is pure atmosphere and adds to the exceptional gameplay but also gives it cinematic appeal.



### MULTIPLAYER

■ *Planescape: Torment* does not have multiplayer support.



## Planescape: Torment

**PROS:** A tragic, multi-faceted gem of a game with a moving story that draws you into a surreal, macabre universe.

**CONS:** The load times last forever, there is some repetition, and the conversation paths can be tedious at times.

### OVERALL

An original, epic, adult RPG that is gritty, extreme, emotionally enticing, and uniquely memorable.

**4**  
OUT OF 5





# Mild Mild West

**WILD WILD WEST** Picks Up Where the Film Left Off: the Middle of Nowhere!

## FACT FILE

■ PUBLISHER Southpeak Interactive ■ DEVELOPER Southpeak Interactive ■ GENRE Adventure ■ PLAYERS 1 ■ ESRB RATING Teen ■ PRICE \$39.99

## GAME GLANCE

- 8 Old-time Guns
- 1 Wisecracking Ex-Fresh Prince of Bel Air Lookalike
- 1 Big Rad Choo-choo
- 100+ Zany Puzzles
- 0 Hope of Enjoying This Game

It's a question for the gaming ages—why do developers continue to make the absolute worst games imaginable from movie licenses? *Wild Wild West* offers no solution to that question.

By Nikki Douglas

A lot of people like Will Smith. In fact, they like him so much that they, like yours truly, tried to get past the fact that *Wild Wild West* was a supremely rotten stinker of a flick. In the end what was most memorable about the film was that cool rap that Will Smith did to Stevie Wonder's "I Wish." Well here's a heads-up on the game: It doesn't even have the song to redeem it!



**SOME SHOOTIN'** You may be almost dead, but this time you killed the bad guys! Now aim for the folks who developed this crap game.

President Grant has received a death threat telegram from someone called President Lincoln's Real Assassin. He calls in Jim West and gadget guy Artemus Gordon to investigate this strange telegram and find out who is behind it. Yee-haw, now the absurdity begins!

Jim gears up on the train The Wanderer, then stops off at Surratt House, an inn and tavern where he might find some clues. Well, son, he sure enough does, and in no time the bullets are flying. He tries to escape from the house, only to be chased down by numerous gunmen in an all-out six-gun shootout.

*Wild Wild West* is desperately dull, with horrendous, blinking, chunky graphics, a camera angle that renders West about the same size as a gnome, and a targeting system that is so inaccurate you couldn't hit the broad side of a barn.

West moves so slowly when he walks it's like he's thinking about how to take each step. When he runs, it's hysterical. How can you possibly take this game seriously after seeing West run across a field like he's playing "Red Light, Green Light, 1, 2, 3"?

You also play as Artemus Gordon for half the game, who gets to solve preposterous puzzles. Various badly rendered babes who are supposed to be the eye candy for ladies' man West make an appearance, and the storyline is a complete snore. This is an overpriced coaster. **F**



SHOOTING STAR

How Does Will Compare?

## Gaming Talent Report Card

We decided to grade Will Smith on his past performances.

### SIX DEGREES OF SEPARATION

A well-done film. Smith plays totally against type as a con-man gay hustler.



PERFORMANCE GRADE: A

### ENEMY OF THE STATE



Cast of heavy hitters could not save this movie. About some kind of espionage.

PERFORMANCE GRADE: D

### INDEPENDENCE DAY

Take the character out of *Fresh Prince of Bel Air* and give him a pilot's license.



PERFORMANCE GRADE: B

## Tech Specs

### PROCESSOR & MEMORY

- MINIMUM SPEC 200MHz & 32MB
- PREFERRED SPEC 400MHz PIII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM

### GRAPHICS SUPPORT

- Software Rendering ✗
- Direct3D ✓
- 3dfx ✓
- OpenGL ✗

### AUDIO SUPPORT

- EAX (SBLive!) ✗
- Aureal 3D ✗

### MULTIPLAYER OPTIONS

- MULTIPLAYER SUPPORT
- Maximum number of players: PC 1, LAN N/A, Internet N/A
- CD FOR EACH PLAYER? N/A
- MIN. INTERNET CONNECTION N/A

## The Verdict

### HOW THEY COMPARE

#### Sanitarium

A completely immersive, intuitive game. The best of the bunch.

#### Grim Fandango

This use of a similar camera angle is 1,000 times better than that of *WWW*'s.

#### Omikron

One of the best adventure games, hands down.

#### Outlaws

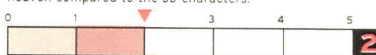
A western classic, it's still the best of the west.

#### Wild Wild West

There are no Salma Hayek cute tush shots anywhere in the game.

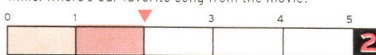
### GRAPHICS

■ Flickering, blocky, blurry, flat. The 2D backgrounds are heaven compared to the 3D characters.



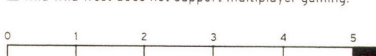
### SOUND

■ Decent enough, though the music gets to you after a while. Where's our favorite song from the movie?



### MULTIPLAYER

■ *Wild Wild West* does not support multiplayer gaming.



## Wild Wild West

**PROS:** Jim West gets to kiss the girls almost everywhere he goes. He's a dynamo with the ladies.

**CONS:** The graphics, the stunted, shallow action, and the inane puzzles make this game blow chunks.

### OVERALL

Only if you actually enjoyed the film could you possibly find this game even remotely interesting.

**1**  
OUT OF 5





You have hit AU\_IRON\_WILL GB (right wing)

COMO SAY  
WHAT?Do you speak  
hot lead my  
English friend?

# One Massive Furball

Off We Go Into the Wild Blue World of the Massively Multiplayer **FIGHTER ACE II**

## FACT FILE

PUBLISHER Microsoft ■ DEVELOPER VR-1 ■ GENRE Simulation ■ PLAYERS 1-200 ■ ESRB RATING Teen ■ PRICE \$9.95/Month

## GAME GLANCE

- 25 Vintage Planes
- 200 Virtual Pilots
- 5 Countries
- 1 Sweet Sequel

You've gone through countless hours of training and believe that you and your plane are a singular entity. You know this plane and it knows you. So off you go into a 200-plane dogfight—200 planes?

By William O'Neal

When the original *Fighter Ace* hit MSN's Gaming Zone in 1998, gamers had mixed reactions. While some lauded the game's massively multiplayer abilities, others snickered at the game's arcade-like physics model, relatively boring terrain, and lack of more skillful players. The thing is, though, it was still damn fun to play.



**BACK AT HEADQUARTERS** In teamplay, HQ is where you choose your team.

With *Fighter Ace II*, developer VR-1 listened to what the people wanted and delivered. And like its predecessor, *Fighter Ace II* isn't perfect, but it's still fun.



**TURNING JAPANESE** The Mitsubishi J2M3 Raiden (Jack): it's fast and packs a wallop!

When you play *Fighter Ace II* you get the feeling that research and development for the game consisted solely of reading complaints of *Fighter Ace* and specifically addressing







# A Rumble in the Jungle

Blood, Sex, and Well-Placed Moles Reign Supreme in **URBAN CHAOS**

## FACT FILE

■ PUBLISHER Eidos ■ DEVELOPER Mucky Foot ■ GENRE Action/Adventure ■ PLAYERS 1 ■ ESRB RATING Mature ■ PRICE \$39.99

## GAME GLANCE

- 30+ Missions
- 40 Unique Characters
- 10 Fine-looking Prostitutes
- 0 Mercy

It's ultra-gritty, but then again, so is the inner city. *Urban Chaos* is a fast-action time killer with attitude—and lots and lots of gratuitous violence.

By A.J. Schneider

**U**rban Chaos could well be the poster-child for the ESRB's Mature rating—its unsettlingly realistic portrayal of inner-city gang violence was not designed with the squeamish suburbanite in mind. Steel thyself before you load up Mucky Foot's apocalyptic action/adventure title, prudent gamer, and get ready for a heavy dose of pixelated plasma. You're going to be punched, bludgeoned, kicked, stabbed, sworn at, and shot before your session is over. Fortunately, you'll probably enjoy the experience and emerge unscathed to boot.

You begin *Urban Chaos* as D'arci Stern, a sexy but sensible rookie



**FANCY FOOTWORK** D'arci's roach stompers are good for stomping out street roaches.

cop with mad crime-fighting skills and a way with clichés. Union City—sort of an amalgamation of all that is wrong in large American metros—is your rather challenging beat.

Your goal in the game is to thwart a cult's turn-of-the-millennium plan to destroy the world while battling gang-related crime in a dark and dangerous urban landscape. Roper McIntyre, an unbalanced conspiracy



**CALLOW CATS** A member of the Wildcats runs home to Mama.

theorist and heavy-weapons guru (quite a combo, eh?) will provide help in the form of armaments, clues, and, later, through the use of his character along the way.

## A City on the Brink

*Urban Chaos'* all too relevant storyline provides the framework for a mission-based action/adventure game with a compelling dark style. It seems like Union City is cloaked in permanent twilight, and weather effects like rain and fog contribute to the illusion of utter darkness.

Mucky Foot's proprietary "crinkle" technology gives structures a smooth, coherent texture and makes Union City one of gaming's most accurate depictions of an urban wasteland to date. Each of *Urban Chaos'* 30-plus missions is set in a unique, fully 3D Union City neighborhood, and each 'hood contains a maze of dismal streets and alleys to investigate. Of course, Type-A personalities can ignore discovery and attack mission directives head on.

Exploration is alluring, however, because Mucky Foot gave D'arci and Roper the rare and wonderful ability to interact with everyone and everything in their respective environments. Cars can be driven (the driving engine puts some racing games to shame), prostitutes can be harassed, and pedestrians can be beaten. It's even great fun to watch them whine pathetically.

The developers also put in some really nice "city life" touches, such as a club that features a trance soundtrack and patrons that hit on



**LEAD NECKLACE** A bullet to the jugular is a man-stopper in most cases...OK, in all cases. Better call the street sweeper, because this joker is bleeding out all over the streets. Yuck!



**TEENAGE WASTELAND**

Union City's abandoned blocks are eerily reminiscent of America's most pleasant ghettos.

D'arci, at least until they find out she's the fuzz. Unfortunately, *Urban Chaos*' voice acting does not stand up to its visual splendor, as both D'arci and her enemies administer hackneyed and slightly race-stereotypical taunts that are more annoying than convincing.

**Bring on the Blood**

The inordinate amount of violent conflict in *Urban Chaos* is what sets it apart and what brings it down to Earth. It's not that third-person, hand-to-hand action is dull—D'arci

*Urban Chaos* could well be the poster-child for the ESRB's Mature rating.

has a wide range of fierce fighting techniques with which to subdue criminals—it's just that close combat is more of a button-mashing endeavor than one that takes real skill. Despite Mucky Foot's in-game camera control commands, fighting in close quarters can be confusing and frustrating, even when you defeat the bad guy.

On the other hand, using the ranged weapons in *Urban Chaos* is pure projectile pleasure. You'll almost always be on target with your pistol as the reticle automati-

cally tracks a gun-toting gang-banger. You'll also pick up a destructive array of realistic timed explosives, grenades, assault weapons, and blunt objects with which to clean up the streets—or, more accurately, sully them with gang member blood.

*Urban Chaos* is tough but fair, robust, and more than a little rough around the edges. Even if you don't advance the game's story, roaming the mean streets of Union City is a safe and amusing way to vicariously live out the "Thug Life." **B**

**Tech Specs****PROCESSOR & MEMORY**

- **MINIMUM SPEC** 233MHz & 32MB
- **PREFERRED SPEC** 300MHz PII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM, AMD K6-2

**GRAPHICS SUPPORT**

- Software Rendering ✓
- Direct3D ✓
- 3dfx ✓
- OpenGL ✓

**AUDIO SUPPORT**

- EAX (SBLive!) ✓
- A3D ✓

**MULTIPLAYER OPTIONS**

- **MULTIPLAYER SUPPORT**
- **CD FOR EACH PLAYER?** N/A
- **MIN. INTERNET CONNECTION** N/A

**The Verdict****HOW THEY COMPARE****■ Omikron**

Pretty, immersing adventure game with a great soundtrack by Mr. David Bowie.

**■ Urban Chaos**

Dark action/adventure goreset in a pre-Apocalyptic city.

**■ The Infernal Machine**

What *TR:TLR* was supposed to be—a beautiful, non-bloody adventure.

**■ Tomb Raider: TLR**

An action/adventure game that didn't quite live up to expectations.

**■ Grand Theft Auto 2**

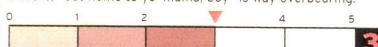
Enjoyable 2D action/driving title set in a pre-Apocalyptic city.

**GRAPHICS**

■ Cartoonish player models, a dark and brooding cityscape, and gallons of blood.

**SOUND**

■ Some good weapons effects and decent voice acting, but D'arci's, "Get home to yo' mama, boy" is way overbearing.

**MULTIPLAYER**

■ *Urban Chaos* does not support multiplayer gaming.

**Urban Chaos**

**PROS:** Weapons are almost *too* realistic; morbid thrill of taking out innocents; a great driving engine.

**CONS:** Fighting is a bit confusing and unsatisfying; tons and tons of superfluous bloodshed and vulgarity.

**OVERALL**

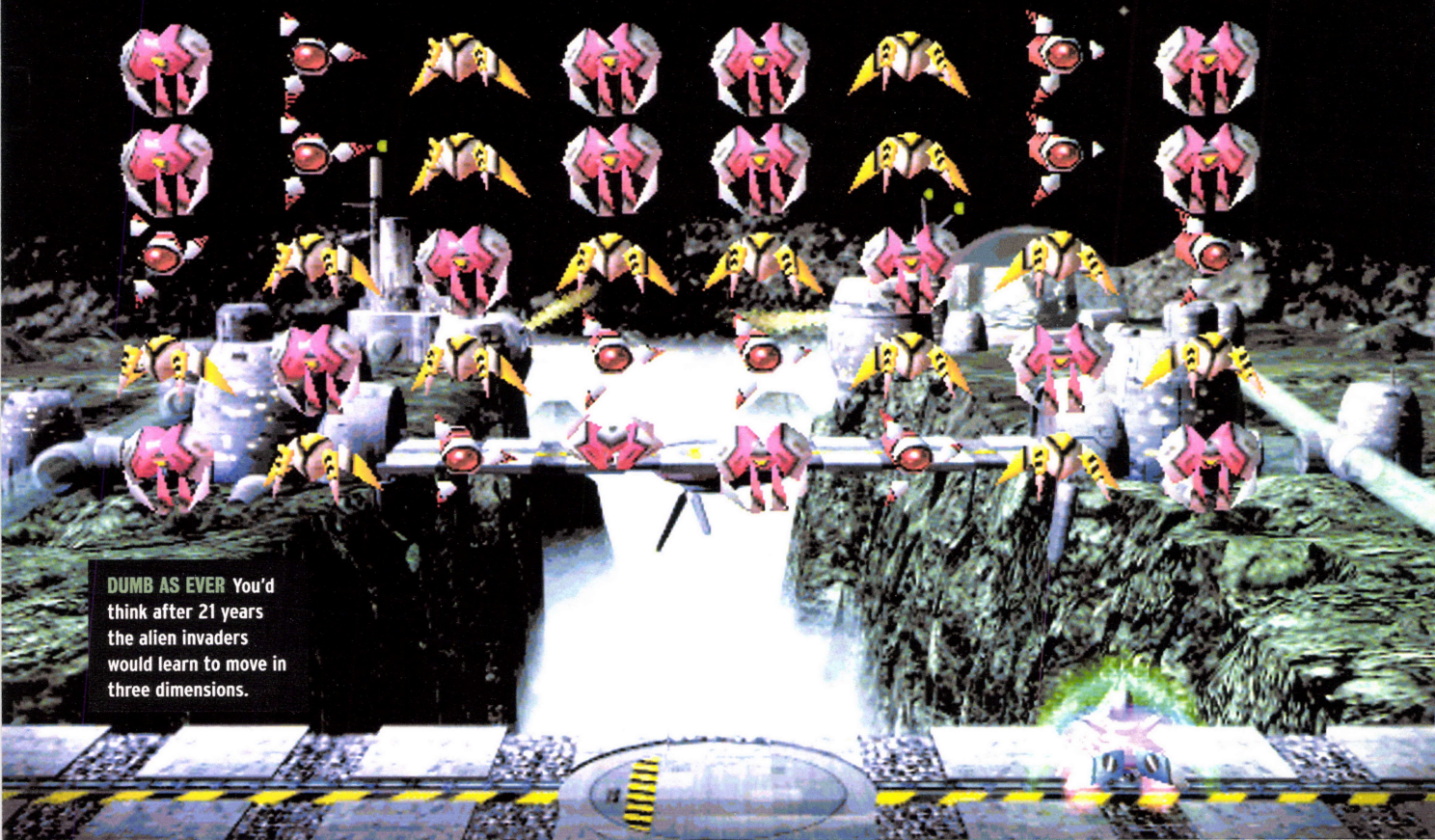
*Urban Chaos* is an entertaining game set in a dark and rich urban environment. And it actually has a plot.

**4**

OUT OF 5







**DUMB AS EVER** You'd think after 21 years the alien invaders would learn to move in three dimensions.

# Blast From the Past

**SPACE INVADERS** Proves You Don't Need Complex 3D Geometry to Be Fun

## FACT FILE

■ PUBLISHER Activision ■ DEVELOPER Z-Axis ■ GENRE Arcade ■ PLAYERS 1-2 ■ ESRB RATING Everyone ■ PRICE \$30

## GAME GLANCE

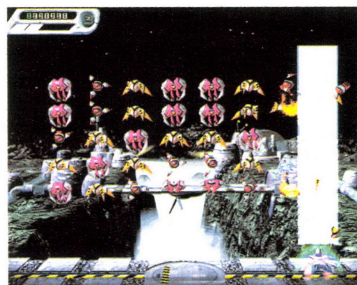
- 100 Levels
- 10 Worlds
- 100 Flashbacks
- 15 Power-ups
- 1 Zillion Aliens to Kill

Activision brings back yet another classic from our arcade-dwelling days. *Space Invaders* provides an enjoyable, if quickly forgettable, trip down memory lane.

By Steve Klett

**Y**ou don't need a fancy time machine to turn back the clock—at least if all you want to do is some retro-gaming. All you need is to boot-up *Space Invaders*, the latest classic brought back from dead by Activision.

Is that a good thing? The answer is a definite "yes" if you were one of the thousands like me who were addicted to one of the simplest game concepts outside of *Pong*. Activision has made every effort to glitz up the



**SPECIAL DELIVERY** Sure, the aliens have new weapons this time, but so do you!

game. However, the basic principles remain the same: You slide your tank from left to right, evading all sorts of missiles, and blasting row upon row of slowly descending alien scum. The fewer aliens that remain, the faster they go. If one manages



**BURN BABY, BURN!** Anyone for some aliens—extra crispy—for lunch?

to land, it's game over bucko. The only thing that stands between the aliens and world domination is you.

## Bells and Whistles

Now, instead of just a couple different types of alien ships and one



color on the screen, you get scores of different baddies all rendered in gasp!-16-bit color. And, if you shoot four of the same type of aliens you're rewarded with a special power-up, which can help you clear the screen in a hurry.

Your goal is to make it through the game's 10 worlds—each one a different planet, and each with 10 waves of invaders. There's also a boss or two on each planet that you'll need to defeat to advance to the next world. If you're crafty, you can discover the key to unlocking a special surprise—a replica of the original arcade version of the game. (If you don't have the patience for that, do an online search for an emulator called MAME—but you didn't hear that from us!) There's a hot-seat multiplayer option that allows you to play through the game cooperatively with a friend—with both of you sitting at the same computer.

The first four or five planets are a relative breeze for anyone with some arcade experience, but the

## Two Games for the Price of One

Activision includes *Asteroids* in the special-edition of *Space Invaders*. You can find it if you hunt around in stores such as Wal-Mart, or you can check it out on this month's CD-ROM!

### Remember When



Games used to be simple. They still are! The retro revolution is here!

### He said As-teroids



The 3D rocks and explosions are new, the gameplay's the same.

### Shoot the Rock



Hey dude, let's watch some *Bat-lestar Galactica* when we're done.

**The only thing that stands between the aliens and world domination is you.**

remaining planets can represent an extreme challenge. When you hit these worlds, the aliens start doing all sorts of nasty new stuff—such as launching kamikaze attacks on you after you think they're dead, and dropping cluster bombs. Thankfully, you can save at any point.

The gameplay quickly becomes manic—I found myself pounding harder and harder on the keyboard (you can also play with a joystick) as I got deeper into the game. For a moment, it was just like the old days when I dropped quarter after quarter into the original at the local pizza parlor.

### Coulda Been Better

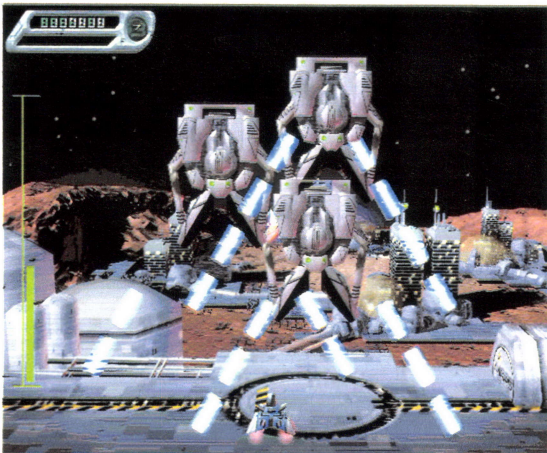
However, once that pleasant sense of déjà vu starts to fade, there's really not much meat to gnaw on here. Yes, the power-ups and bosses provide some technical fireworks. However, those fireworks are on a par with those you set off in your driveway rather than a professional



**BOSS BUG** Man, that's one ugly alien. Put it out of its misery.

display. The game supports—and recommends—3D hardware acceleration, yet the highest resolution supported is 640x480 in 16-bit color.

Still, Activision's done a decent job updating a classic that will likely provide hours of addictive fun for people that somehow managed to miss *Space Invaders* the first go-around. And I suspect even long-time gamers may want it for their collections, if for nothing more than what it represents. **B**



**FEEL LUCKY PUNK?** Time to dust off those arcade skills, these bosses are tough!

## Tech Specs

### PROCESSOR & MEMORY

- **MINIMUM SPEC** 150MHz & 16MB
- **PREFERRED SPEC** 200MHz PIII & 32MB
- CPU COMPATIBLE WITH INTEL PENTIUM

### GRAPHICS SUPPORT

- Software Rendering ☒
- Direct3D ☒
- 3dfx ☒
- OpenGL ☒

### AUDIO SUPPORT

- EAX (SBLive!) ☒
- A3D ☒

### MULTIPLAYER OPTIONS

- **MULTIPLAYER SUPPORT** Maximum number of players: PC 2, LAN N/A, Internet N/A
- **CD FOR EACH PLAYER?** N/A
- **MIN. INTERNET CONNECTION** N/A

## The Verdict

### HOW THEY COMPARE

#### ■ Space Invaders (1978)

Nothing can beat the pure joy of the game that started it all.

#### ■ Space Invaders (MAME)

The original, "emulated" to run on your PC by an online program.

#### ■ Space Invaders (PC)

The same classic gameplay with new bells and whistles.

#### ■ Raptor

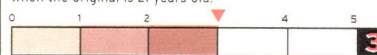
Classic arcade shooter (shareware version available).

#### ■ Asteroids (PC)

Same basic gameplay, new 3D asteroids; very addictive.

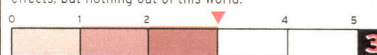
### GRAPHICS

■ Looks a lot better than the original, but that's not hard when the original is 21 years old.



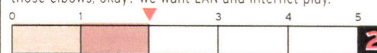
### SOUND

■ *Space Invaders* features decent soundtrack and sound effects, but nothing out of this world.



### MULTIPLAYER

■ Playing with a pal on the same PC can be fun—just watch those elbows, okay? We want LAN and Internet play.



## Space Invaders

**PROS:** The classic gameplay remains essentially unchanged, which means the game is still addictive.

**CONS:** We've all been there and done that, so it can get dull after a while; no third-dimension action.

### OVERALL

A solid refresh of one of the best-known arcade classics, but Activision didn't take it as far as it could have.

**3**  
OUT OF 5









# Anyone call for room service?



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**incite**



# The Sword in the Yawn

*Crusaders of Might & Magic* Milks a Few More Pennies From the Franchise

## FACT FILE

■ PUBLISHER 3DO ■ DEVELOPER New World Computing ■ GENRE Action/Adventure ■ PLAYERS 1 ■ ESRB RATING Teen ■ PRICE \$39.95

## GAME GLANCE

- 1 Dull Hero Named Drake
- 10 Different Spells
- 100+ Skeleton Hordes
- 1 Big-ass Sword

Watching the rural landscape scroll by seems to be the primary activity of *Crusaders of Might & Magic*, a third person action/adventure game from 3DO.

By Di Luo

Nonlinear action is praised in RPGs, but in *Crusaders*, it con-



**DEXITRIM ARMY** Beating off the hordes in yet another stretch of rural paradise.

sists of running back and forth from one area to another in order to complete a series of banal quests. Though the graphics aren't bad, running over the same stretch of land repeatedly will make even a slug feel impatient.

The RPG elements in the game are merely window dressing. You're able to earn experience points, learn a few spells, and earn a few pieces of gold. Other than that, *Crusaders* has little in common with the series that bears its name. Dialogue, an integral part to any RPG, is stilted and usually little more than a few scripted and badly voiced lines.

The game's only redeeming feature is its combat. With aggressive AI monsters, fights are fast and furious, requiring quick maneuvers as well as defensive action. Unfortunately, the control scheme is awk-

ward, with strange camera angles controlled by the mouse.

*Crusaders of Might & Magic* is only recommended for the desperate few who need to own every game bearing the M&M brand. **D**

## The Verdict

**PROS:** Decent combat with challenging AI, some nifty spell effects, and no cow dung.

**CONS:** Running continuously around a 3D world might have made a good tech demo three years ago, but it isn't much good in a game. This is for hard-core fans only.

## OVERALL

A black mark on the *Might & Magic* name, this game belongs in the bargain bin. Let the buyer beware. There are better games for your money.

**2**  
OUT OF 5



# A Screwy Add-On

Can't Get Enough *Roller Coaster Tycoon*? Never Fear! The Expansion Pack, **CORKSCREW FOLLIES**, Is Here!

## FACT FILE

■ PUBLISHER Hasbro ■ DEVELOPER MicroProse ■ GENRE Simulation ■ PLAYERS 1 ■ ESRB RATING Everyone ■ PRICE \$19.99

## GAME GLANCE

- 25 New Scenarios
- 24 New Roller Coasters
- 30 Ways to Nauseate Guests

A game like *Roller Coaster Tycoon* is built for expansion packs, and its rabid fans have to wait no longer. It's more of the same but hey, if it ain't broke, don't fix it.

By Nikki Douglas



**MORE ROLLER COASTER MADNESS** You might as well give up your life now, because you'll be addicted all over again.

*Roller Coaster Tycoon: Corkscrew Follies* brings 25 new scenarios to the game, plus dozens of new attractions and roller coasters to custom build. Additionally, there are new theme objects like a Jurassic Park (dinosaurs with which to decorate your park) and Wonderland. With more food and souvenir stalls, your park will soon be making dollars hand over fist.

There are no gameplay improvements—it's mostly just more stuff to build. Some of the best add-ons are the historic coasters—a host of wooden ones and some crazy corkscrew coasters that you can send through a mountain!

Scenarios include a park built on either side of a highway, a high cliff park overlooking a small beach, and a park with a triple-twist dueling roller coaster. Other spectacular new rides include an expanded

water rides section with water slides and raft rides, plus new less than thrill-a-minute attractions like a big top show, a crooked house, and a mini-golf course you design yourself. **D**

## The Verdict

**PROS:** *Roller Coaster Tycoon* fans can never get enough, and this is just what they need to keep them fixated; 25 new scenarios; dinosaur theme is really cool.

**CONS:** No actual gameplay enhancements, just more of the same.

## OVERALL

You'll buy it, you have to—you can't miss out on the wooden side friction roller coaster or the incredible dinosaur action! It's a great addition!

**4**  
OUT OF 5





# Gearheads

WE ANSWER YOUR TECH QUESTIONS | BY DARREN GLADSTONE

## The Big Question of the Month

### DVD, DVD-ROM...Huh?

**Q.** Why bother getting a DVD-ROM when I could just get a cheap 40-50x CD-ROM and stick by my trusty VCR?

**A.** OK, granted there aren't many DVD-ROM games out there yet, but they are certainly on the horizon. *Baldur's Gate*, *Wing Commander IV: The Price of Freedom*, *Tex Murphy: Overseer*, *Riven*, and even the old laser disc arcade game *Dragon's Lair* have all made appearances as Windows 95/98 DVD-ROM programs.

Consider for a second that a single DVD can hold more information than 26 CD-ROMs. Imagine longer, more complex games with digital quality audio and video. Aside from looking ahead to the future, most DVD-ROMs are also backwards compatible. They can read everything from CD-ROMs and CD-RW to DVD-video discs.

Speaking of DVD-videos, there is another concern for the DVD-ROM buyer. The drive can work by itself while the CPU decodes the MPEG2 movie data, but we wouldn't recommend that for the low-

end PC owner. Not only does this burden the CPU, but it doesn't give you as high quality a picture as you'd expect. You'd want to get your hands on a kit that includes a solid MPEG2 decoder card.

Video, however, is only half the picture when it comes to DVD (sorry about the pun). How it sounds is what really makes the DVD format really stand out. DVDs can hold so much data that they can pack on the rich Dolby Digital surround sound.

The only conceivable drawback right now is the CD access speed. A currently speedy DVD drive reads a DVD disc with 6x oversampling, however it can only read CD-ROMs at roughly 25x speeds. If you like using games with full installations, this shouldn't be too much of a problem, but if you rely on the drive to supply game data during gameplay you're in for some serious disappointment, friend. You'd need at least a 40x CD-ROM. Just look at what is the better choice for your gaming needs before you buy.



ILLUSTRATION BY A.J. GARCÉS

### DVD Woes

**Q.** Whenever I insert a disc (CD-ROM or DVD-ROM) into my Creative DVD-ROM drive, the computer crashes. The message I get on the screen is an OE exception has occurred with reference to a vxd problem. What the hell does that mean in English?

**A.** We've run into this problem with CD-RW drives as well as DVD-ROMs. To fight the induced headaches you could do one of two things: Reinstall the missing driver files or look for an updated patch on the company's Web site. Once you've installed the updated drivers, you should find that the problem is solved.

### Let's Hear It!

We want you to badger us with any computer questions you can come up with. So start thinking up some good stumbers now.

Send your questions to: incite PC Gaming, 650 Townsend St., Suite 305, San Francisco, CA 94103. Or email us at: [gearheads@incitepcgaming.com](mailto:gearheads@incitepcgaming.com).



### Choppy Copy

**Q.** I recently got a CD-R drive (HP CD Writer Plus 9110i) and tried copying a music CD onto another CD. All the songs merge into each other and there is a choppy cut off between tracks. What's wrong?

**A.** A couple of things have gone wrong. First, check with the CD creation software. Did it give you an option to copy individual tracks or exactly mimic the CD? Look carefully at the CD copying software on that one.

If that isn't the case, the solution may be to set your CD-R drive as the master drive and let the CD-ROM be the slave drive.

**Check with the CD creation software. Did it give you an option to copy individual tracks?**



# Total Entertainment

Can One Box Do It All? Internet, TV, and Movies on One Potent PC

**Y**ou've already dropped over two grand on a PC, and some punk is trying to tell you that a PlayStation2 can do everything a PC can for a fraction of the price? Oh sure, it's a steal if you've already got a Digital TV, TiVo, a four-head VCR, some video editing equipment, WebTV, a DVD player, a Dolby Digital decoder, *and* a home theater speaker system.

What? You mean you don't have all those? If you do have the wherewithal—and the bank account of an Arabian oil tycoon—go right ahead and blow your budget on a new home system. But if you're anything like us, you've got a reasonably powerful PC, some free time, and a tight budget. In that case, pal, you'd be better off sticking with a PC for the time being. For a couple dollars more, you can upgrade your computer into a home theater, multimedia marvel. With that in mind we decided to look at some video and sound solutions that take full advantage of what you've already got on your desktop.

## Video Killed the Radio Star

First, let's take a look at some reasons why you'd want to turn your computer into a TV. Plan on spending a couple extra hundred so that you can watch picture-in-picture on a new TV? What, you never heard of Windows? You can have a live TV feed coming into a small window while watching a DVD video in the background if that floats your boat. Imagine armchair athletes spending Sundays catching the games while surfing for the latest sports scores or creating an online shrine to Derek Jeter. Even if you have a modest computer that's collecting dust in the garage, you can turn it into a high-resolution TV for a little over a hundred dollars. It also wouldn't hurt to be able to play some PC games on it.

**BY DARREN GLADSTONE & DI LUO**

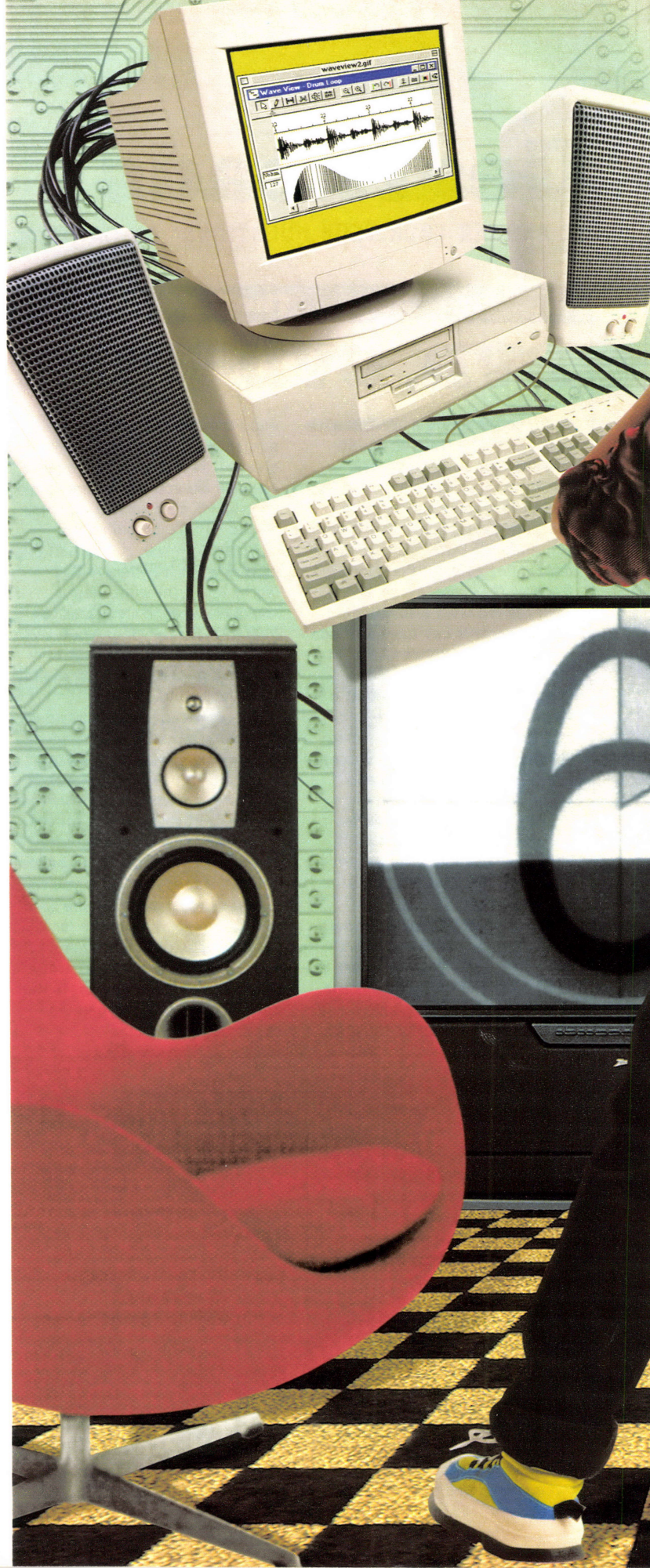






PHOTO ILLUSTRATION BY RANDIE LADDEN

That's why we looked at the current crop of "all-in-one" cards. That is, cards with solid 2D graphics, some of the most current 3D support, a suite of video software controls, and a cable TV in/out. Are these cards for real? We ran each card through a series of tests checking to see if they let us watch *Buffy The Vampire Slayer* as well as go a few rounds in *Unreal Tournament*.

Probably the best all around card for you to get is ATI's All-In-Wonder 128 Pro. This is your basic meat-and-potatoes, all-in-one solution that will satisfy just about everyone in the house: Want to edit video?

Done. Watch TV on your PC? No problem. Need a DVD decoder? Not anymore. How about Recording TV shows? Okay, you've got us stumped on that one. You *could* record TV digitally with most TV-cards, but the real problem is space. You'd need a hard drive the size of Texas to accommodate a TV show.

The only other point we'll concede is that you won't be rolling your couch in front of the PC anytime soon to watch *Monday Night Football*. When we see a good remote control that can work with the PC, *then* we'll talk. But the a key part of any good card is simple on-screen control.

"It ain't pretty, but it works" would best characterize the multimedia center software for ATI's All-In-Wonder 128 Pro. After a painless installation, you get a control pane with shortcuts to all the DVD, CD, TV, and video editing aspects of the card. Each function screams, "ATTENTION BEGINNERS," and can be understood in seconds. Game-wise the 32MB card can handle current games without breaking too much of a sweat and should be able to keep you gaming for the year.

Fancy yourself being the next Martin Scorsese? Then we've got another card for you to try: The Matrox Marvel G400-TV. In past Monster Machines, we've saluted Matrox's DualHead support that

**We'll concede that you won't be rolling your couch in front of the PC anytime soon to watch Monday Night Football.**



## THE HARDWARE

### Rating The Cards You've Been Dealt

#### Video Cards

**ATI All-In-Wonder 128 Pro AGP** (32MB RAM), [www.atitech.com](http://www.atitech.com), \$300

★★★★

**Matrox Marvel G400-TV AGP** (16MB RAM), [www.matrox.com](http://www.matrox.com), \$300

★★★★

**3dfx Voodoo3 3500 AGP** (16MB RAM), [www.3dfx.com](http://www.3dfx.com), \$250

★★★

#### DVD Kit

**Encore 6x DVD-ROM Kit**, [www.soundblaster.com](http://www.soundblaster.com), \$250

★★★★

#### Audio Cards

**Creative Labs SoundBlaster Live! Platinum**, [www.soundblaster.com](http://www.soundblaster.com), \$200

★★★

**Guillemot Fortissimo soundcard**, [www.guillemot.com](http://www.guillemot.com), \$50

★★★★

**Aureal SQ2500**, [www.aureal.com](http://www.aureal.com), \$100

★★★★

#### Speakers

**Philips DSS 330 USB speakers**, [www.pcstuff.philips.com](http://www.pcstuff.philips.com), \$130

★★★

**Cambridge SoundWorks DTT 2500**, [www.soundblaster.com](http://www.soundblaster.com), \$300

★★★★★

## NOW HEAR THIS

With these speakers, you'll get front row center seats for audio nirvana.

lets you spread Windows across two monitors, and now they've put it to good use: letting you edit video, watch TV, and, of course, play games.

The chunky external multimedia box houses all the real video features for this package—the audio and video in/out ports as well as TV in for cable reception. But when you're ready to turn back to the two monitor bliss DualScreen gaming, it is a snap.

For video editing, we think that the G400-TV is superior because not only does it pack a relative wallop with its 16MB of RAM, it also packs a terrific video editing suite—*Avid Cinema*. The software is simply put together specifically for the beginner, but has a surprisingly powerful purpose. You see, Avid provides software that major film studios use to digitally edit special effects in the newest films. Granted you aren't getting a top of the line package, but this company knows what it is doing.

A recurring theme, unfortunately, is the space needed. Splicing together your own *Citizen Kane*, requires plenty of hard drive elbowroom. Overall, this card scores high on editing and works with most games on store shelves, but the 16MB punch is going to have a little

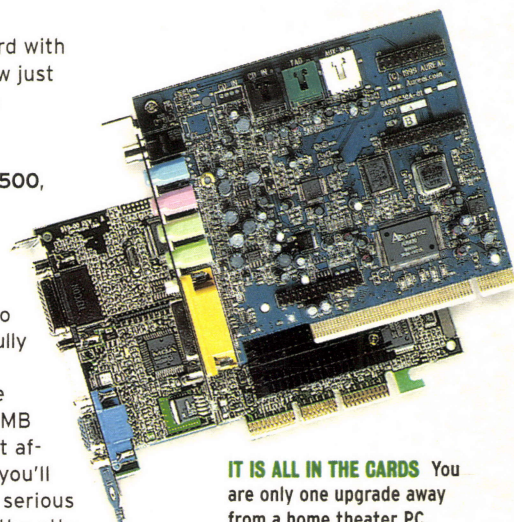
less "Oomph" soon. Any card with less than 32MB RAM by now just won't cut it a month or two down the road.

The last graphics card we looked at, 3dfx's **Voodoo 3 3500**, reads more like a cautionary tale. An ample card with a sleek sci-fi interface and the 3dfx logo should sell like hotcakes, right? Well, it has to a degree, but the card isn't fully up to snuff.

Like the Matrox card, the Voodoo 3 3500 only has 16MB RAM, and while that doesn't affect it much at press time, you'll have to contend with some serious issues down the road. Like the other cards here, this also has the basic TV, video editing functions, DVD decoding, even an FM tuner. But that can't save the card from mediocrity. Considering the price tag, ATI and Matrox would be better bets for your one-stop solution.

You've got your TV and editing needs taken care of, but what about DVDs? We talked all about the ins and outs of what a DVD-ROM means to a computer in this month's Gearheads section (page 123), so we'll be brief here. If you want to put together an ideal home setup, watching DVDs is now a big part of that picture. And it is a breeze to set up and get behind the controls of **Creative Lab's Encore 6x Kit**. Also in the box is a MPEG2 decoder card allowing your PC to fully decode audio signals and provide for a crisper picture.

The kit stands on its own merits, but the graphics cards listed above provide basic MPEG2 decoding as well. How do they compare? Creative Labs' board, with Dxr3 technology, is a little more powerful, but only true videophiles will detect the difference. If your tastes aren't too demanding and you've got a fast CPU, a DVD-ROM drive by itself



**IT IS ALL IN THE CARDS** You are only one upgrade away from a home theater PC.

could serve your needs just as well. In that case I/O Magic's MagicDVD 8x could do the trick for a little over a 100 bucks.

## Sounding Off

You've heard one sound card, you've heard 'em all, right? There's a whole lot more to it that just inserting a card and then plugging in your speakers. Even if you don't have the most discerning ear, there are a lot of nuances that you need to keep an eye/ear on.

Sound card bundles usually come with a suite of sound utilities, music programs, even games. We chose three new cards that illustrate the different levels of complexity available and which is your best bet. All the cards chosen support two sets of speakers, so it's only a matter of asking how much of an audiophile you really are.

The difference between Aureal and Creative Labs sound cards, in a nutshell, is the different emphasis on 3D sound. Aureal uses A3D to properly spatialize sound across two speakers. This fools your ears and creates an audio illusion of depth. Aureal does an excellent job of the deception with the SQ2500 sound card while the SoundBlaster is better suited for rich 2D sound.

To get the **SoundBlaster Live! Platinum** card is to be a few steps shy of owning a professional sound studio...and to say it would be overkill for some home theater setups would be an understatement. Don't get us wrong, the sound card performs well—excellent, in truth. But it is excessive unless you're a professional musician or have a burning karaoke desire inside you.





In essence the SoundBlaster Live! Platinum is an expandable high quality sound card with a bay (Live! Drive) that supports MIDI, mixing, external mics, and so on. The card, on its own, uses Creative Labs' EAX (Environmental Audio Extensions) technology to create realistic environmental audio. But then again, the cheaper (\$100) X-Gamer, also from Creative Labs, does the same thing. Like we said, this isn't for us, but that doesn't make it a bad choice if you take your audio *very* seriously.

But along comes Guillemot's **Fortissimo** sound card, which promises to support both A3D and EAX formats. Lean and mean would be the best way to sum up this mighty mite of a card. It provides excellent sound without all the software bloat that you find in other packages. Just the card, some drivers, and you're on your way. The pleasant surprise was finding that the Fortissimo provided similar effects for both of the three-dimen-

sional sound formats. If you need to get a new card all together, we'd point you in the direction of the inexpensive—but effective—Fortissimo. But don't be too quick to buy a new sound card when new speakers could be what the doctor ordered.

Speaking of which, those two tin cans that you got with your computer aren't going to cut it anymore. It's time to upgrade and we picked out two good examples of speakers you're likely to find in stores.

Phillips gave us some rich sound from the two speaker, one sub-woofer **DSS 330**, certainly not bad for a set of USB speakers. The only real drawback is the price tag. One hundred and thirty dollars seems awfully steep for what you get. Drop it under a hundred bucks and we'd change our tune.


For years, Cambridge SoundWorks has produced some of the finest computer speakers for computers, but now they've raised the bar. With the **DTT2500**, you can now tread that line between com-

### CONTEST!

Chuck out your TV and donate your VCR to charity. During spring cleaning we found a couple ATI All-In-Wonder 128 cards. Want one? Email us at [hometheater@incite.com](mailto:hometheater@incite.com) and tell us in under 100 words what you'd do with your new home entertainment center PC. The three answers that make us laugh hardest by April 30th, 2000 will each win a card.

puter and entertainment center for \$300. We know we just bashed the DSS 330 for being to pricey, but at least here you can see what you're getting for your money: a high-end sound system that would do well not only for a computer, but for just about any stereo setup.

Inside the box you'll find five crisp, quality speakers, a deep sub-woofer, and a Dolby Digital decoder amplifier. Dolby Digital sound pumps sound through six distinct channels surrounding you in a wall of audio bliss, and if you're not careful, you may not leave home again. This kit couldn't come more recommended; just make certain that your sound card supports two sets of speakers

Now you've cobbled together a half-decent setup...and for only a fraction of what you could've spent to furnish a plush home entertainment center. All you've got to do now is heat up some Jiffy-Pop, kick back, and relax. Just try to not get any popcorn on the keyboard. 



PHOTOGRAPHY BY RAJAT GHOSH

## Monster Home Theater

We showed you how to build a home theater PC, but for you rich folks, we asked Frank Ko, VP of Audio Excellence in San Francisco, what he would stockpile his home with. Here's his "modest" list.

### The Components List:

- Classé Audio CA-300 Amplifier, \$4,250
- Classé Audio CAV-75, \$2,000
- Classé Audio SSP-25 surround sound processor, \$3,000

- Marantz DVD930 DVD Player, \$930
- RUNCO 933 with HDTV, \$19,000
- Martin Logan SL3 front speakers, \$3,400/pair
- Martin Logan Cinema center speakers, \$1,300 each

- Martin Logan Aeries I rear speakers, \$2,000 each
- REL Stadium II subwoofer, \$2,500
- Phast AXT-CVIO computer control panel, \$5,700
- Philips TiVo, \$500

### Company Web sites:

[www.classeaudio.com](http://www.classeaudio.com)  
[www.marantz.com](http://www.marantz.com)  
[www.runco.com](http://www.runco.com)  
[www.martinlogan.com](http://www.martinlogan.com)  
[www.amx.com](http://www.amx.com)  
[www.tivo.com](http://www.tivo.com)



# Gratuitous T & L

**TESTED** Diamond Viper II 2D/3D Graphics Card, S3, [www.diamondmm.com](http://www.diamondmm.com), \$200  
3D Prophet 2D/3D Graphics Card, Guillemot, [www.guillemot.com](http://www.guillemot.com), \$260

[The 3D Prophet] can achieve more, but for an additional 60 dollars.

The newest buzz for 3D cards is about hardware transformation and lighting support (T&L). This promises to take even more of the graphics stress off the CPU while making a more significantly pretty picture.

But does it work? Well...yes and no. Yes, it is on some cards, and no in that nothing supports T&L yet. That's why we picked up the Viper II with the S3 Savage 2000 chip and the Guillemot 3D Prophet for

its nVidia GeForce 256 chip to see how they worked for ourselves. First off, the 3D Prophet is T&L ready out of the box and works.

Viper II's S3TL engine is supposed to support hardware T&L. How well does it work? We can't really tell you, to be honest. You see, the drivers in the box don't even support that feature. We downloaded newer drivers, but still no luck with the S3TL support in games like *Quake III: Arena*.

Now here's one for the irony department: the 3D Prophet supported S3TC (S3's Texture Compression) and it looked gorgeous in *UT*—better than on the Viper II, even. It outperformed and looked crisper than the Viper II, and that is what pains us: it's all a matter of proper driver support.

The 3D Prophet delivers on all its promises of T&L beauty. It can achieve more, but for an additional 60 dollars. For gamers that want to

save a few bucks, the Viper II has potential when the driver snafu is resolved. But the 3D Prophet is already out, works, and will most likely have a longer shelf life.

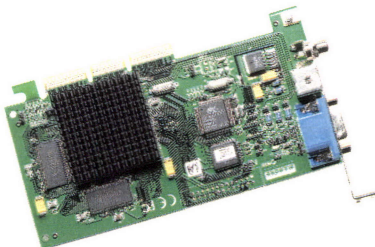
—Kevin da Luz and Darren Gladstone

**Diamond Viper II**  
Overall

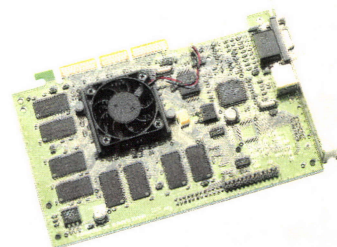
★★★★★

**3D Prophet**  
Overall

★★★★★



**SNAKE BITE** The Viper II looks pretty, but where are the drivers?



**A FORCE OF ONE** Plug in this card and feel the GeForce, baby.

## Top Gun

**TESTED** X36U Flight Controller System, Saitek, [www.saitek.com](http://www.saitek.com), \$150

We've never climbed into a cockpit... but the X36U flight stick and throttle feel like a natural fit.

You've got a bogie in your sights, and you're ready to light that sucker up like a Christmas tree. Wait a second. Crap! A Russian MiG managed to sneak up on your six! Quick! Hit the airbrakes, jam the rudder on a hard left, and bank around him. Lock one. Fire! Lock two. Fire! Seeya, Boris.

Learned that move watching *Top Gun* about 20 times, and we've never felt that rush playing a flight combat simulator with many controllers. They usually feel too fake, unsubstantial, or just not precise enough. Granted we've never climbed into the cockpit of an F-16, but the X36U flight stick and throttle feel like a natural fit.

You won't be left for a lack of buttons here. With 54 button set-



**TAKE OFF** The X36U will take you where angels fear to tread.

tings, 12 hat switch assignments, and six rotary dial functions, you'll have to think of new commands to program into the controller. Speaking of which, the Saitek Gaming Extension software is a breeze to operate. You can download entire con-

trol setups from the company Web site or simply map out your own in minutes. In short, taxiing down the runway never felt so good.

—Darren Gladstone

**Overall**

★★★★★





**GET IN GEAR** Kick your driving games into accurate high-speed action.

## Stick It To 'Em

**TESTED** ACT Labs, [www.act-labs.com](http://www.act-labs.com), \$60

The Force RS is one of the best driving controllers around. The beefy steering wheel is wrapped in faux leather casing, and the pedals have a wide base to keep them from sliding around during a heated race.

But you already know all that if you own one. What you want to know is whether the new RS Shifter is worth the extra \$60. It is if you want as much control in your driving simulation games as possible. The RS Shifter has eight positions—seven forward gears and one reverse. But it also comes with two templates for a six-speed and a basic high/low setup.

A flat metal bar screws to the base of the Shifter. Then, as you clamp the wheel down to the desk, you have to slip the bar underneath the wheel to clamp the Shifter in place with it. The drawback is that you have to go

through this procedure every time you reattach the wheel to your desk.

The RS Shifter is built solidly, and as you change gears the stick clicks into place, though a bit too firmly. It also would feel better if the stick and the shift throw (the distance from, say, third to fourth) were shorter like it is in most sports cars.

However, you should also know that only three games currently support the RS Shifter: Sierra's *Viper Racing*, EA's *Sports Car GT*, both of which might be hard to find, and EA's *Rally Championship*, a demo of which comes with the Shifter. So, unless you are an early adopter or like to play one of these three games, you might be better off waiting for the price to come down or when more games support it.

—Tasos Kaiafas

**Overall** ★★☆☆☆

Unless you are an **early adopter** or like the three games that support it...you might be better off waiting.

## Close Shave

**TESTED** Razer Boomslang 2000 Mouse, Karna, [www.razer-zone.com](http://www.razer-zone.com), \$100

This critter looks mighty aerodynamic for a precision mouse, but we're sorry to report that it won't work on your five o'clock shadow.

Imagine a mouse made for the hardcore tournament deathmatch player. Fast, precise, and expensive as hell. If you need to eke out every bit of speed from a mouse, then the Razer Boomslang could be a good choice. But the real question is, "How fast does it need to be?"

Most mice register about 400 dots per inch (dpi), but this mouse can be up to five times more precise. Will it make a noticeable difference in gameplay? We'll hand it to Karna, this mouse flies. The software interface is precise and easy to manage. After jacking the sensitivity to 7.5 out of 10, we were bouncing around like hyperactive children. But a more reasonable 2.5 did wonders for our sniping away at people from a distance.

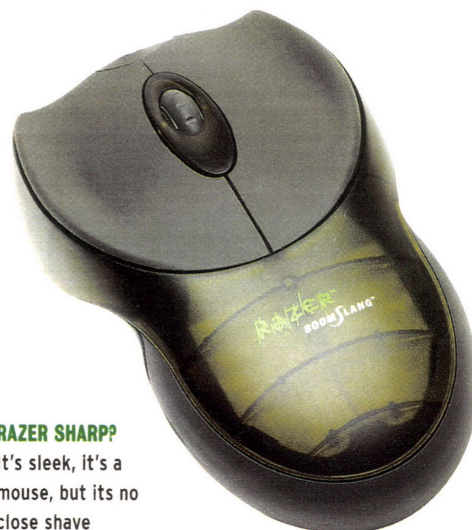
It still isn't perfect though; we found the shape a bit uncomfortable—even after prolonged play. We also have to take umbrage with the pricing. It may be a fast, smooth-to-the-touch mouse, but what makes it cost so much—the USB speed and precision? We still think it's too high.

Unless you're a hardcore FPS player, this probably isn't for you. In fact, what it boils down to is that with the Razer you have a really expensive Norelco...when a Bic disposable will do just fine.

—Darren Gladstone

**Overall**

★★★★★



**RAZER SHARP?**

It's sleek, it's a mouse, but its no close shave



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# No Time to Lose

*The Wheel of Time Is an Astounding Game—We'll Help You Get Through It*

## General Combat Rules

### How can I get past opponents without being seen?

If an opponent has discovered you, flee if possible until you lose him. Then return carefully. If you can see him around a corner (without him seeing you as well, of course), fire a guided projectile. He may not be able to locate you and you can repeat the attack until he is dead.

### The opponents are too fast. What can I do?

To increase the hit rate with the Fireball weapon, you should always fire it directly at your opponent's feet. That may not have the same impact as a direct hit, but the opponent has no chance of evading the projectile's blast radius. In the long run, this tactic saves ammunition because you damage the opponent every time.

### Why doesn't anyone fall into my traps?

Explosive devices (marked by a red, flashing point on the ground) should be triggered at safe range by a shot of Balefire or an Energy-Dart. You can do the same with self-laid explosive devices. If an opponent tries to run

past, trigger the bomb at the instant when the opponent is directly next to it. Also, set explosives in narrow corridors. Sometimes you'll find crates with explosive contents. Lure opponents to these crates and blow them up with one shot. That saves ammunition.

### I no longer have a trap detector and there are traps everywhere. I can never get past them.

Not a problem. If you go into creep mode, your protagonist will remain directly in front of the traps without actually falling in and getting caught up in them.



**ANOTHER TROLLOC SNARED** Line a narrow corridor with traps, create a line of traps to act as a fuse, and fire an EnergyDart at the end...BOOM!, BOOM!, BOOM!



**Ter'angreals**

**EnergyDart** The top weapon among the Ter'angreals is the EnergyDart. This can be used for just about any opponent. Its fast firing rate leaves even the most agile opponent no time for evasion. The darts should not be fired at white coats with a shield. These reflect the darts and you won't have time to evade the backlash.

**EarthTremor** You can use this to combat several opponents at the same time.

**Ice** You should save this for more powerful opponents (enemies of the Earth, for example), because these usually have guided weapons that you cannot evade. Furthermore, fast opponents can be stopped and kept at a distance with Ice. EnergyDarts have no effect



**PUT HER ON ICE** With the Ice magic a young maid keeps fresh longer. If you feel like thawing her out, heat her up with Fire magic until she feels warm again.

on iced opponents. To save ammunition, you should use the AirBurst Magic against an iced opponent.

**Fireball** The Fireball is notable for its relatively high impact force

and is frequently found in the game. The negative features of this magic are its slow in-flight speed and its low rate of fire. Furthermore, you can suffer damage yourself when this weapon explodes

if you are within the blast radius.

**Balefire** This weapon has two outstanding functions. First, you can kill opponents standing behind one another with one shot, because it

**GENERAL TIPS**

- Move through the levels slowly. This way you'll often detect opponents before they are alerted. You can then fire a guided projectile at them unnoticed.
- Crates often contain useful things. But first look to see whether they could be for climbing to higher levels.



**BLUE HAZE** This tells us how to solve the puzzle.

- Objects surrounded by a blue haze indicate a forthcoming puzzle for which you require this artifact.
- Keep a lookout for decaying walls. There are often useful artifacts behind them.
- Avoid close combat with the enemy. You rarely survive this without damage.
- Climb on crates or rocks. Often the enemy cannot reach you there because they cannot climb. If they only have short weapons, choose AirBursts as your weapon.
- Jumps from higher levels are not a great health risk.
- Keep the stronger weapons (for example: Ice, DistantEye, Reflect) for tougher adversaries.
- Do not worry about destroying windows, no matter how beautiful they are. They often conceal useful spells.
- Familiarize yourself with the quicksave key. It can mean the difference between success and a nervous breakdown.



**RIDE THE LIGHTNING** And Elayna spoke: Let there be light. And the two Trollocs got lots of it! The Chain Lightning spell is especially effective in close combat against several adversaries. Ka-BLAM!



## CHEATS

If you press the Tab key, an input prompt appears at the bottom edge of the monitor. Enter the cheats here.



**GOT IT ALL** Allammo really hooks you up!

### ALLAMMO

All Ter'angreals and infinite ammunition

### BEHINDVIEW (On) 0(off)

Third-person perspective

### FLY

Elayna can fly

### GHOST

You can go through walls

### GOD

Invulnerable

### INVISIBLE

Invisibility mode

### KILLPAWNS

All opponents die (not advisable because some are important for negotiation)

### SLOMO X

Enter a number for X to alter the speed of the game

### WALK

Deactivates the cheats "Ghost" and "Fly"



**WHEN MINION EYES ARE SMILIN'** Minions are fast and deadly, but you should be able to see them (or at least their beady, red peepers) before they attack. You have to get pretty close before they attack, but EnergyDarts take them out quickly.

goes through monsters and also walls. Second, it can help you "rocket jump" to otherwise unreachable levels. Aim the cross-wire directly at the ground in front of your feet, jump, and fire a shot at the same time. Don't worry: You won't lose any health points.

**Lightning** In the event that you are surrounded by two or more enemies, Lightning Magic is the most suitable weapon. This fires at all opponents at once. But it also works quite well in close combat against a single person. This weapon also shoots around corners.

**Explosive Device** You should only place bombs in narrow passages. This increases the probability that the opponent will trigger it. If you set more than one trap, the distance between them must

always be big enough to get across them when you flee. Make sure that when one bomb is touched, not all of them explode.

### Seeker and Decay

This is suitable for opponents who are either slow or have not yet noticed your presence. If you fire it at fast opponents, it is possible that the projectile will hit the enemy when he is in your immediate vicinity and that you'll suffer damage yourself.

**Disguise** If you are sure that you must only go past one opponent without killing him or are up against a large hoard of Trollocs, disguise yourself to get past the enemy unnoticed.

**Whirlwind** If an opponent is on a slope by a deep lake, you can easily put him in the drink

with the Whirlwind. But be careful! Enemies can still attack you from water and it takes a while before they drown.

## Opponents

### Minions

**Features:** These guys are extremely agile but cannot suffer very much damage before being killed. However, they are difficult to hit

because they can evade shots and make fast attacks. They often hide in dark recesses and do not come out until they are attacked or the victim is within striking distance. (Be sure to watch out for pairs of red eyes in dark hiding places.)

**How to Beat Them:** If you are not yet discovered, use the



**YOUR WORST NIGHTMARE COME TRUE** The trollocs in *The Wheel of Time* will, at times, scare the living Hell out of you.



Seeker. During combat you should use Energy-Darts.

### Trollocs

**Features:** They have average speed and throw axes.

**How to Beat Them:** Always try to keep your distance. It's easy to send these bad boys to the happy hunting grounds with a few well-aimed Fireballs.

### Trolloc Clan Leader

**Features:** Trolloc Clan Leaders are powerful opponents who, despite their size, are fast on their feet. This means that close combat is

usually unavoidable.

**How to Beat Them:** Pretreat with Fireball or Ice, then use Darts or Lightning for hand-to-hand combat.

### Myrddraal

**Features:** The Myrddraal is hard to keep track of because he dissolves during combat and materializes somewhere else. His poisoned sword causes substantial wounds in close combat.

**How to Beat Him:** Forget Ice or projectiles for this opponent. EnergyDarts and Fireball are quite sufficient. To get out of the way

of the Myrddraal's arrows, listen for the noise they make when flying through the air.

### White Coats (Sword and Shield)

**Features:** The ability to send Darts and Fireballs back to the sender makes this category of opponent very dangerous.

**How to Beat Them:** Use Decay against the shield carriers and simply run away. After a short time they will fall to the ground.

### White Coats (Bow)

**Features:** Unlike their shield-bearing



**CHOP CHOP** At times, you'll just have to resort to the tried-and-true method of hack and slash.

colleagues, these White Coats cannot ward off attacks. But they can take substantially more

hits, although they must remain stationary for a long time in order to shoot.

**How to Beat Them:** Since the bow-wielding White Coats take so long to fire their weapons, Dart and Fireball attacks are the most effective means of attack against them.

### Black Ajah, Forsaken, and Questioner

**Features:** These are relatively rare enemies. However, they are notable for the frequent use of magic charms and their stubbornness in combat.

**How to Beat Them:** Familiarize yourself with all their magic charms and key assignments. When fighting these opponents it is just a matter of having the right counter-charm on hand at the right time. If you have been stingy with Ice, now is the right time to use it. But the charms Reflect and Absorb are also very good weapons against this category. If you keep a little distance, you have more time to incant a matching counter-charm. Look around. The most suitable weapons against the resident opponent are usually near you.

## MORE WHEEL OF TIME CHEATS!

Type the word "open" in front of the cheats and then leave a blank. Then type the name for the level (for example: open mission\_01).

### Mission\_01

On the Bank of the Manetherendrelle

### Mission\_02

The Streets of Shadar Logoth

### Mission\_03

The Catacombs of Shadar Logoth

### Mission\_04

The Flight of Shadar Logoth

### Mission\_05a

The Rescue of the White Fortress

### Mission\_05b

The Rescue of the White Fortress-part 2

### Mission\_05c

The Rescue of the White Fortress-part 3

### Mission\_07a

The Vault

### Mission\_07b

The Vault-part 2

### Mission\_08a

The Short Ways

### Mission\_08b

The Short Ways-part 2

### Mission\_08c

The Short Ways-part 3

### Mission\_10

The Excavation Site

### Mission\_12a

The Fortress of the White Coats

### Mission\_12b

The Fortress of the White Coats-part 2

### Mission\_13

End Titles

### Mission\_15

The Fortress of the Lost

### Mission\_16

The Dungeon of the Lost

### Mission\_17

The Most Holy

### Mission\_18

The Union of the Seals

### Tutorial

Training Level

### Tutorial\_Citadel

Training Level

### WheelOfTime

Start Screen

### Weapons:

Press the Tab key and enter "summon". Then leave a blank and type "angrealinv" plus the required weapon in the console (eg **summon angrealinvfireball**). Make sure the cheat after "summon" does not include a space! You can recall what you have typed with the cursor keys so that you do not have to enter it all again.

### Balefire

### Fireball

### Fireworks (SPECIAL WEAPON)

### EarthTremor

### Dart

### AirBurst

### Seeker

### Lightning

### SoulBarb

### Decay

### Taint

### Shield

### FireShield

### EarthShield

### AirShield

### WaterShield

### SpiritShield

### Absorb

### Reflect

### SwapPlaces

### Shift

### Ama

### RemoveCurse

### WallOfAir

### Ice

### ExpWard

### Target

### Whirlwind

### Champion

### Guardian

### Minion

### Illusion

### Heal

### Levitate

### Disguise

### Trace

### TrapDetect

### DistantEye

### LightGlobe



**FIREWORKS** Now all we need is a glass of champagne to toast the new millennium.





# On Your Knees!

We Shed Some Light on Some of *SWAT 3*'s Toughest Levels and Basic Strategies

## Where's My Walkthrough?

There's no way to do a walkthrough for *SWAT 3* because the game's developer, Sierra, did its job well and made each reload of the game dynamic.

This means that although the layouts of the levels remain the same each time you attempt a level, the positions of terrorists and hostages vary every time.

In this strategy guide we will give you some basic tips on how to use your element to maximum effect.

## Out of the Shadows

Also in this guide we will turn on the lights to

some of the trickiest—and darkest—levels in *SWAT 3*. We'll show you some of the more common traps the developers put in the levels

and how to avoid them. We're not going to cover every level in *SWAT 3* (what fun would that be?), but the design elements we chose are

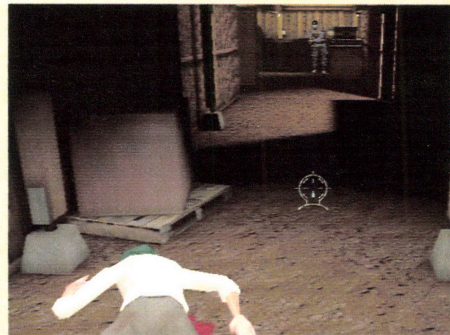
typical throughout the game, so they should give you a good idea on how to get through *SWAT 3* in one piece. Good luck!

## Keeping Your Back Covered While You Work

### Eyes Open

It's very important to make sure you're covered at all times when you are subduing a suspect or preparing to evacuate a hostage. While you are busy putting on the handcuffs, a terrorist might be sneaking up behind you to put a bullet in your head.

Keep one of your element teams on "Cover" to make sure they've got your back as you make the arrest or secure a hostage for evacuation. Use your team, that's why they're there.



**GET MY SIX** Make sure that your team has your back while you send for a hostage evacuation.

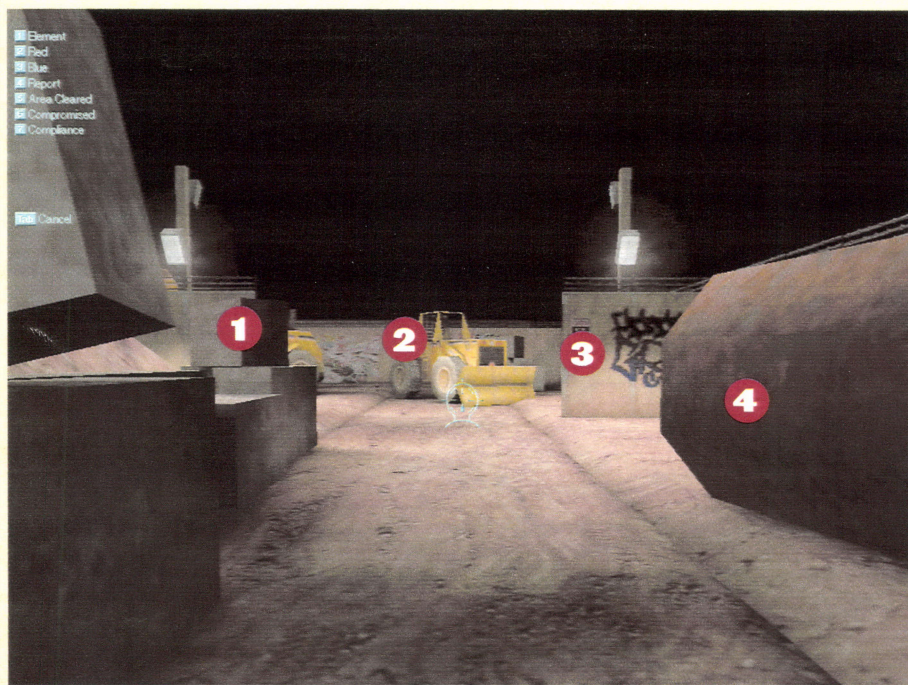


## CAUTION! Danger Lurks Around Every Corner

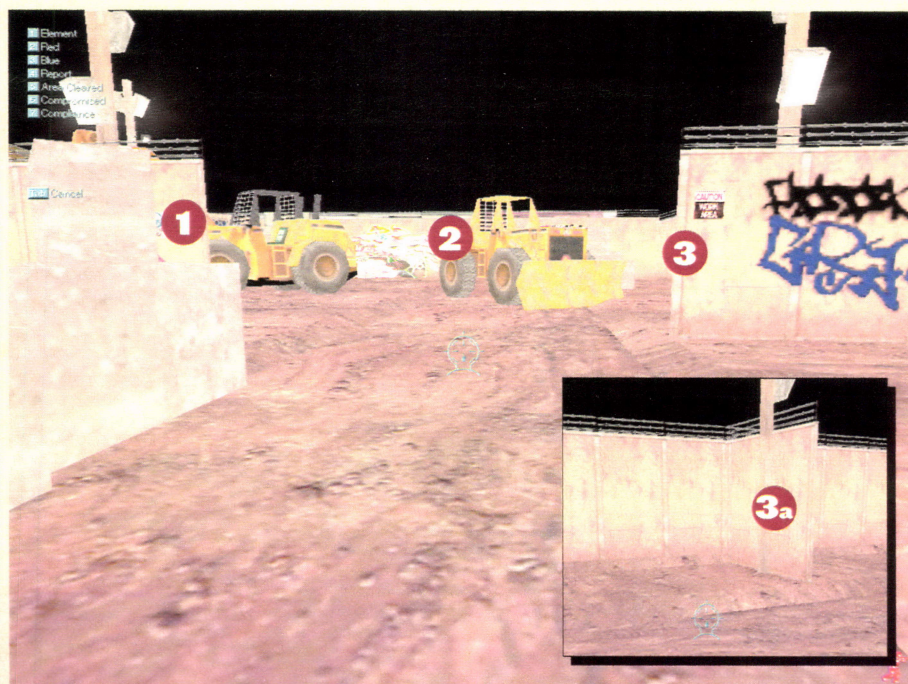
These shots illustrate some of the devious (and realistic) environments that you and your element will face. The numbers represent terrorist

ambush points. On approach, check point #4, then send red team to search left up to point #1. Have blue team set to cover them as they move

forward. Be especially wary of terrorists hiding around the wall at point #3 and behind the bulldozer at point #2. Apply these tactics to all levels.



**IN THE GAME** This shot shows what you'll face in the game. The designers do a great job of realistically using shadows to make many a place for enemies to hide.



**LIGHTS, ACTION** In broad daylight, you can see how the level is set up. Notice the false walls at points #1 and #3: These are very typical of level design in *SWAT 3*. Point #3a shows the other side of point #3.

## COMBAT BASICS

### Restrain Quickly

Always restrain suspects and hostages as soon as you can. Make sure there are no urgent threats around when you do so.

### Evac ASAP

Call in to evacuate all restrained suspects and hostages immediately. This way you don't forget to do it and they are out of your way. Nothing is more annoying than having a handcuffed hostage shot by a bad guy.

### Stay Together

Keep your teams together and always be aware of what they do at all times. If single officers walk off, they're down in no time.

### Get Downed Officers Out

Even if one of your buddies is hit, he will always be in "fair to critical condition." Evac him immediately. Injured officers will recover later on in the game.

### Don't Go Rambo

Make yourself familiar with the rules for proper use of deadly force. Even if they are bad guys, you can't go mowing everyone down. Make sure to offer surrender by pressing 7.



## COMBAT BASICS

## Pick Up Enemy Weapons

Beware of unsecured weapons! If for some reason you do not cuff and secure cooperative hostages or suspects, they might get up once you are out of sight, grab a gun, and go for you.

## Make Them Cry

Tear gas is very effective against all threats. As a rule of thumb, toss a gas grenade in every room you are about to enter.

## Check All Rooms and Doors

In some missions you will have hostages or suspects hiding in cupboards or even showers. If you order your fellow officers to search the room, they will open and check all possible hiding places. Check everywhere.

## Don't Go Postal

Choose your targets. Short bursts keep ammo consumption to a minimum. Do not run into a room emptying your clip. You might kill innocent bystanders or end up with no bullets when you actually do run into a bad guy.

## Reload Often

Avoid the "dead man's click." Reload your weapon each time you fire it. You don't want to end up pulling the trigger and hearing nothing but a click and a flatline.

## This Isn't DOOM—Look Up!

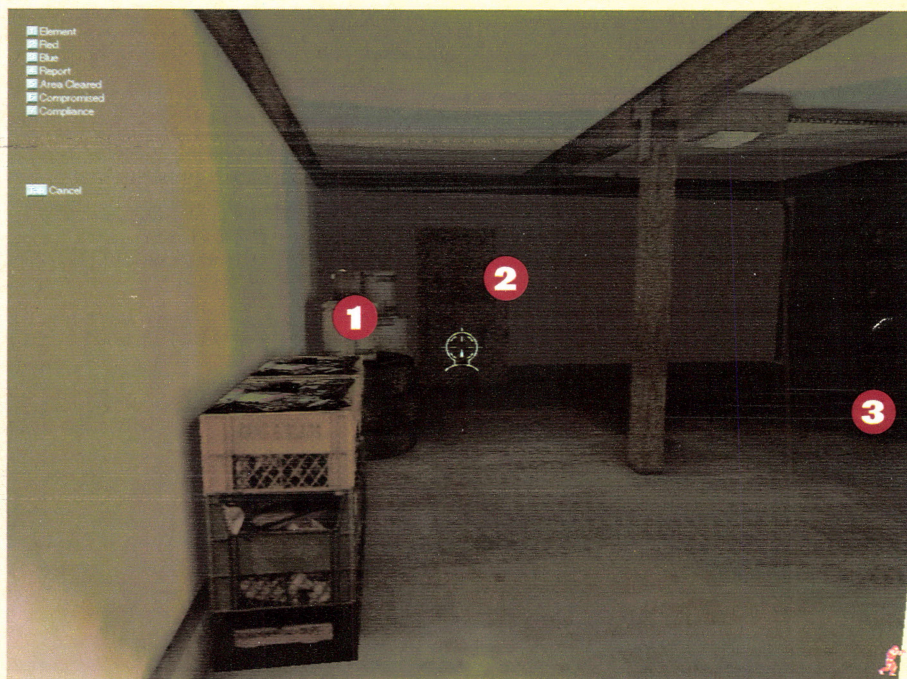
You've got mouse look for a reason: bad guys don't just stay on the ground. Watch out for terrorist snipers up stairways and on balconies.

## There Is Always Something Hiding in the Shadows

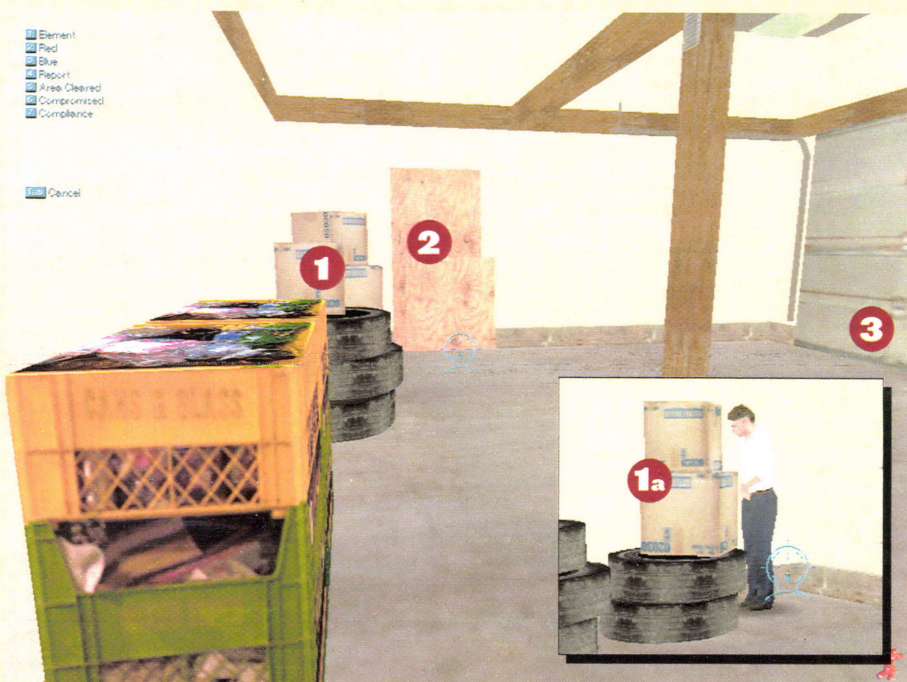
Never make the mistake of not checking every door or throwing a light stick into every dark room. More often than not, there is some-

thing—or someone—waiting in there for you. If you are low on health, let one of your element teams take the lead, but be sure that they bang any

suspicious looking hiding places before going in. You don't want to have them mowed down as they enter a dark room.



**ANYBODY IN THERE?** You can bet on it. First call out with a "come out with your hands up" command (the 7 key on your keyboard). If you get no answer, throw in a bang or light stick and investigate.



**OH, THERE'S NO ONE HERE...RIGHT?** Wrong. In *SWAT 3*, just as in real life, first looks can be deceiving. Never assume that an area is clear after just a cursory glance. This time you were lucky (see point #1a).

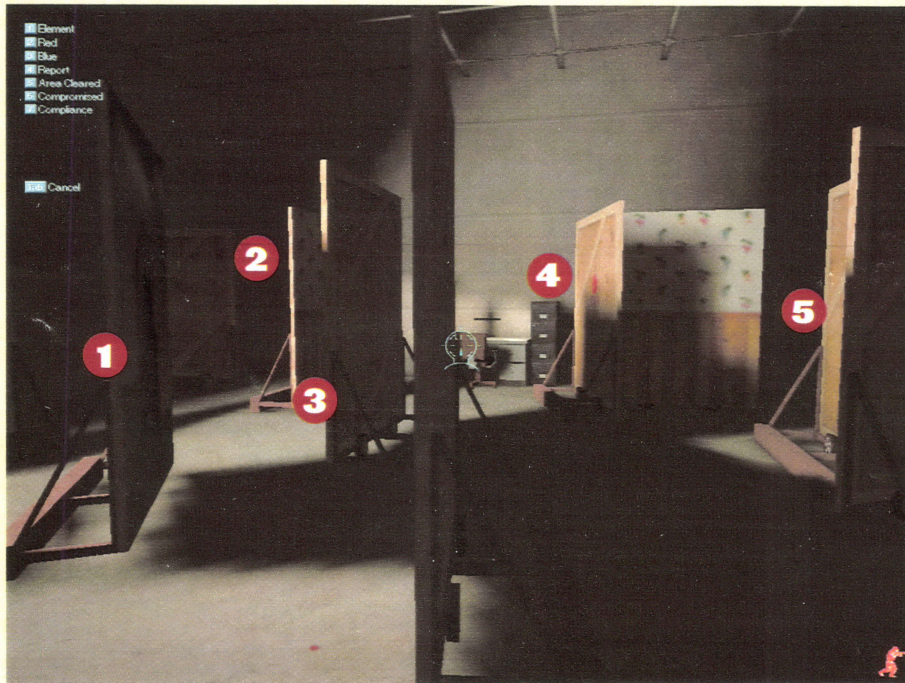


## Leave No Stone Unturned and No Door Opened

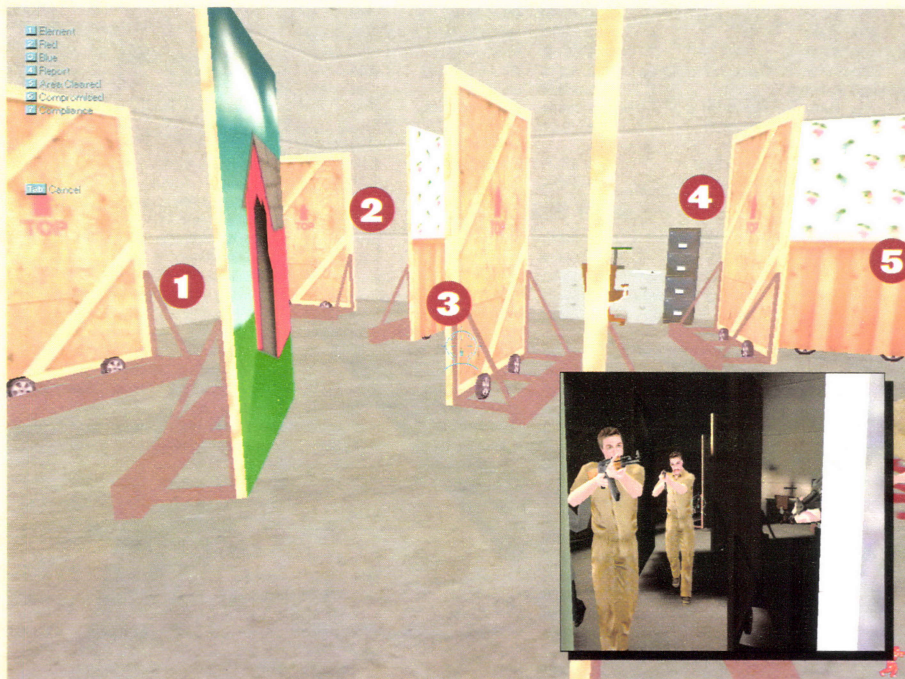
Murphy's Law is always in effect in *SWAT 3*. You can bet that if you don't check behind a door, a terrorist will come out guns blazing after you

pass. But what about dark rooms? How should you proceed? Three words: gas, gas, gas. When in doubt, throw in a canister or two to preoc-

cupy the bad guys while you quietly sneak around the walls (so you don't expose your flank) and round them up. Don't forget to bring the team.



**HIDE AND GO DIE** This is one of the most dangerous rooms in *SWAT 3* and is a great example of the dangerous situations SWAT units have to face on a daily basis. With so many panels, terrorists could be anywhere.



**TOO MANY HIDING PLACES** Only enter a room like this after gassing the hell out of it. There are more than five good hiding places in here, so watch it. Otherwise, you might end up meeting our inset friends.

## COMBAT BASICS

### Listen for War Cries

Sometimes, but not always, the terrorists will give out a yell before they open fire. If you hear them, get some cover fast.

### Keep One Team With You

Keep one element team with you at all times to watch your back. You never know who's creeping up behind you.

### Use the Opti-Wand

When you come to a corner, don't just barrel around it. Use the Opti-Wand to peek around and make sure the coast is clear before you turn the corner.

### Listen to the Briefing

Take the time to listen to every mission briefing all the way through before you rush off to battle. These briefings give you important info on what you'll be going up against.

### Shoot Anyone With a Gun

When in doubt, shoot to wound. Since many of the terrorists in the game are posing as hotel help, bodyguards, and the like, it's best not to take chances. To avoid accidentally killing a hostage, try to shoot suspects in the legs; they usually won't die from this type of wound.

### Stay in Stealth Mode

It's almost always better to keep things quiet and use the element of surprise. After a firefight, go back into stealth mode and slow things down before moving on. Using the silent MP5SD keeps things relatively quiet.



**'THIEF II: THE METAL AGE'** You play the role of Garrett the master thief in his quest to make a living at what he does best - stealing things. Features artificial intelligence, an all new story line, render enhancements, & a cooperative multiplayer mode that allows players to tackle missions together. A special difficulty level adds multi-player-specific mission objectives, puzzles, and traps that require coordinated action to defeat.



**\$33.99** Eidos (Action)  
Release: 4/00  
PC CD

**'HALF-LIFE: TEAM FORTRESS 2'** Experience the thrill of battle while performing as part of a team or battle squad. This unique approach closely approximates real-life battle & enables new & experienced players to play together in a way that challenges each individual. Features 9 classes of player, 20 unique maps stretched over 4 campaigns, & more than a dozen sophisticated weapons based on real weapons.



**\$46.99** Sierra (Action)  
Release: 3/00  
PC CD

PC: SPORTS		HINT BOOKS	
3-D Ultra Cool Pool	09/99 \$29.99	Daikatana	12/99 \$16.99
APBA Baseball 5	08/99 \$42.99	Half Life Team Fort2	12/99 \$17.99
FIFA Soccer 2000	11/99 \$38.99	Interstate 82 OSG	12/99 \$17.99
Hardball 6 2000 Ed	04/99 \$19.99	Duke 3 Arena	11/99 \$17.99
Links LS 2000	10/99 \$48.99	Rogue Spear	10/99 \$17.99
Links LS 99	11/99 \$29.99	SWAT 3 Cise Qtrs Bttl	12/99 \$17.99
Links LS 99 US Open	09/99 \$19.99	Starsiege: Tribes	01/99 \$16.99
Madden NFL 2000	09/99 \$37.99	System Shock 2	09/99 \$10.99
MS NFL Fever 2000	09/99 \$19.99	Thief Gold Dark Project	10/99 \$12.99
NBA Live 2000	10/99 \$37.99	Tomb Raider 3 OSG	12/98 \$13.99
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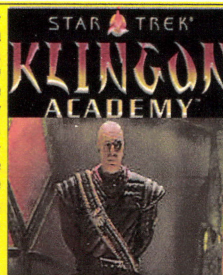
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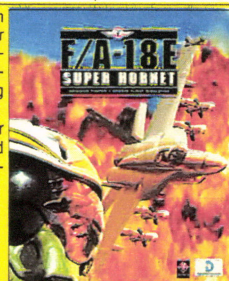


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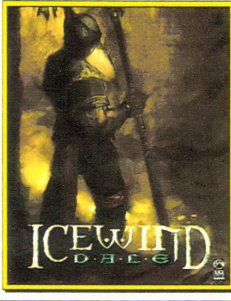
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**ICEWIND**  
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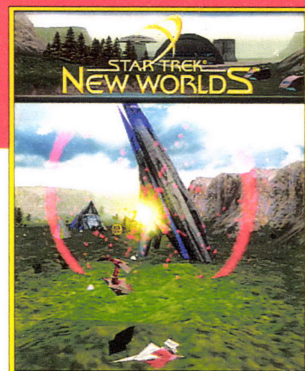


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**Maxis (Strategy)**  
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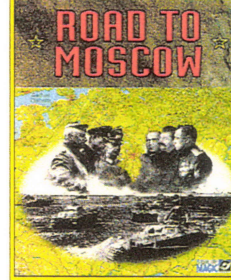
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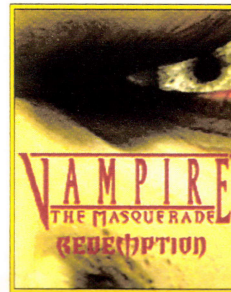
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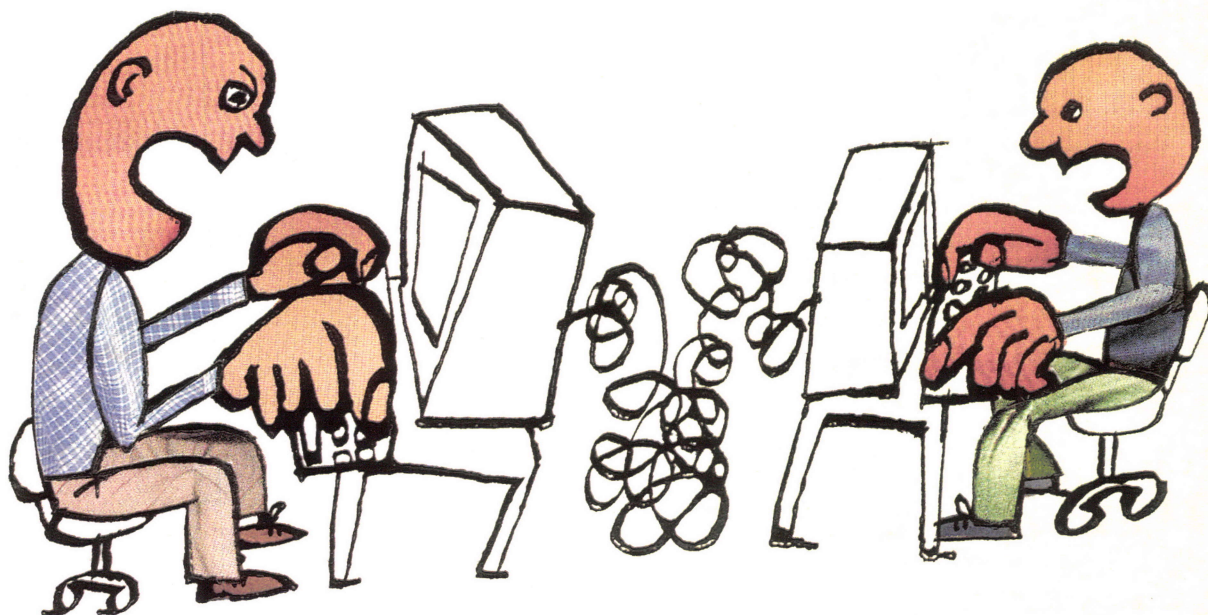


ILLUSTRATION BY SCOTT MENCHIN

# FlameWars

**Nikki Douglas** went online to find out what people think about games, and cheating. Afterwards, all she wanted to do is raise the white flag and increase the peace.

**Y**ou may try to hide it, deny it, and flat-out lie about your gaming skills, but we know the truth. Better yet, we know where you talk trash online. Here's the edited-for-print (and fictitious) version of what we found.

Hey guyz, do you have any cheat codes for *Unreal Tournament*? Thnx  
>>>-narsnewbie

I could give you the cheat codes, which are pretty basic, but aren't you just robbing yourself of the whole gaming xperience? *UT* has only been out for a week and you're already giving up. You either have no patience with the game or you must really suck. I'm voting for sux.

>>>-letigre

Yeah narz, for godssakes grow yourself some BALLS and actually sit yer ass behind the keyboard longer than it took to install the game. I mean, you should be able to reach the end of a game without hitting ` and then "god," "allammo," or "loaded" on the console menu. :)

>>>-whoseyerdaddy

You admitted to that cheat a little too quickly, whoseyerdaddy. Fess up, buddy, you go to [www.avault.com](http://www.avault.com) for cheat codes all the time.

>>>-Anon.

That's bulls-. I know those codes too. They're the generic codes used in tons o' games. I don't need to cheat. Look for me online and I'll skool ya'll.

>>>-RIPper

Yeah, really menacing RIPper, you probably pick up strategy guides at the local EB. You have to sit and study level maps like the little biatch that you are. Meanwhile, I had to learn rocket jumping the hard way.

>>>-Anon.

Guys, I think you're being a little too hard here. He's probably just looking for other codes to improve gameplay. For instance; *The Phantom Menace* adventure game operates out of a lousy third-person perspective. But as soon as you hit the backspace and type in either "naughty naughty" or "from above"

**You have to sit and study level maps like the little biatch that you are. Meanwhile, I had to learn rocket jumping the hard way.**

you get to see the game at different angles. This actually improves how the game plays. Now how is that a cheat? Just because you want to make the game playable?

>>>-dirtyolman

Hey, don't get me wrong there's nothing wrong with that crap. In fact, there is a kewl one in *UT* where you can change viewpoints. Try hitting ` then typing "behindview1" or "behindview0." It's the lazy, igrant lil' bastards that have never actually played a game on their own merits that piss me off. I mean look at RPGs. The only way they can beat them is with walkthroughs, strategy guides, and trainers to create god characters.

>>>-Crusteeeklowng

You're all boring me. Go check out a porn site instead of posting.

>>>-narsnewbie

Wanna take this outside, pal?

>>>-Anon.

Yeah, whatcha gonna do? Go into God mode on us? Ya big wuss.

>>>- whoseyerdaddy

Say, does anyone have the patch so I can play *Tomb Raider* with Lara naked?

>>>-yetanothernewbie



# Coming Next Month...



## Heavy Metal: F.A.K.K.2

Next month, we'll bring you the most in-depth information about one of the hottest games to come this year: *Heavy Metal: F.A.K.K. 2*.

The game should be as good as the movie, and we'll talk to the developers about how the game connects with the movie.

**Plus!** You don't want to miss our sizzling photo shoot with the Queen of the B Movie, Julie Strain. We'll show the many sides of Julie—from many different angles.

■ **Deep inside Epic:** An exclusive interview with "Cliffy B" (Cliff Blinzinski), the creator of *Unreal*! Will he reveal the secrets of *Unreal 2* and 3?

■ **Can UT frag Quake III?** Our resident frag masters put the two games head-to-head with video captured exclusively for the *incite* CD-ROM. Watch the results in living color!

■ **The Coming of the Lord?** Can we finally get our hands on reviewable code for the troubled *Messiah* and *Daikatana*? Tune in to find out!

## ADVERTISERS INDEX

COMPANY	PAGE NUMBER
<b>3DO</b> www.3do.com	21-27, Back Cover
<b>Activision</b> www.activision.com	144-Cover 3, 16-17, 58-59
<b>ATI Technologies</b> www.ati.com	9
<b>Chips &amp; Bits</b> www.chipsbits.com	140-141
<b>CompUSA</b> www.compusera.com	87
<b>ConsumerReview.com</b> www.consumerreview.com	77
<b>Diamond Multimedia</b> www.diamondmm.com	5
<b>Eidos Interactive</b> www.eidos.com	12-13, 50-51, 84-85
<b>Electric Playground</b> www.elecplay.com	96-97
<b>Electronic Arts</b> www.ea.com	60-61
<b>Fox Interactive</b> www.foxinteractive.com	Cover 2-1
<b>GamesCon</b> www.gamescon.com	94-95
<b>GT Interactive</b> www.gtinteractive.com	2-3, 35
<b>Hasbro Interactive</b> www.hasbrointeractive.com	57
<b>nVidia</b> www.nvidia.com	29
<b>South Peak Interactive</b> www.southpeak.com	6-7

## Corrections

Last month we got a couple of the members of the rock band Dope reversed in our "Dope Death-Match" story. Sorry guys, it wasn't our fault. Really, it was your record label. They said they couldn't keep you straight.

We're kidding, of course. Anyway, here's what these guys' names really are.



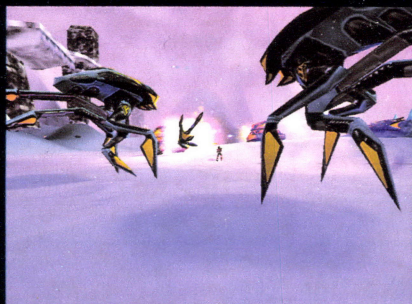
Preston Nash



Edsel Dope



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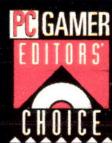
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